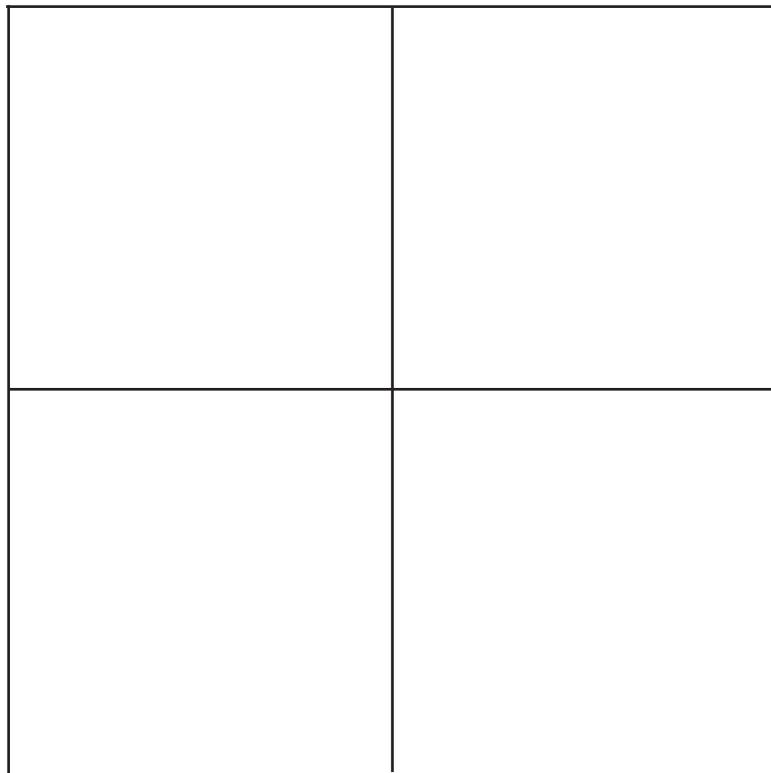
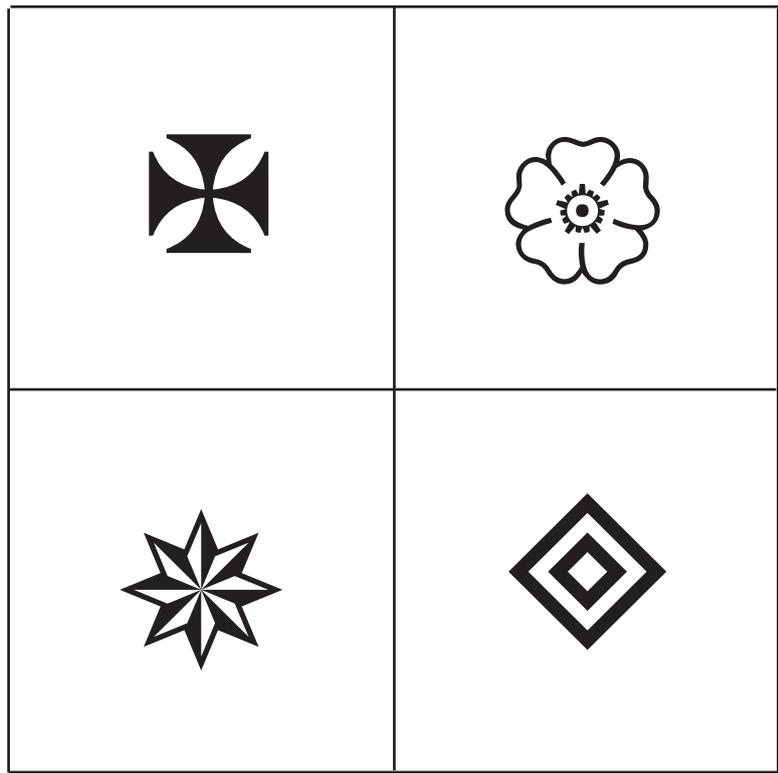
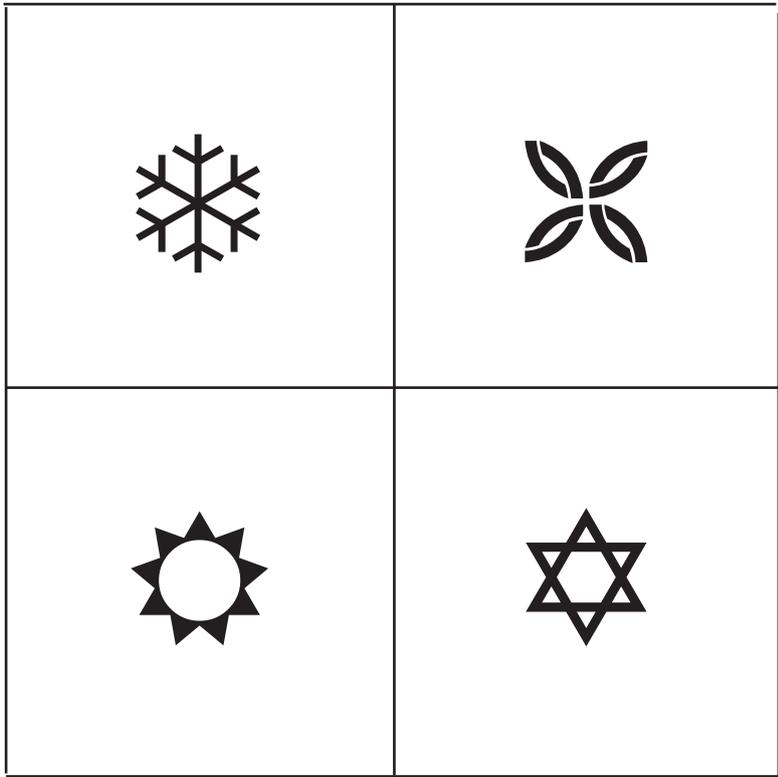
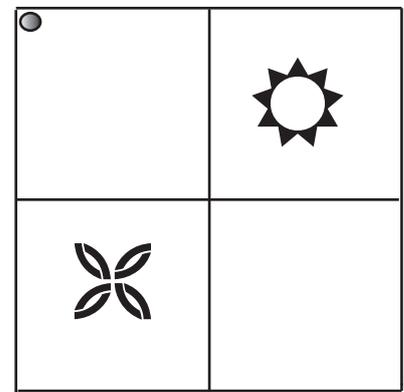
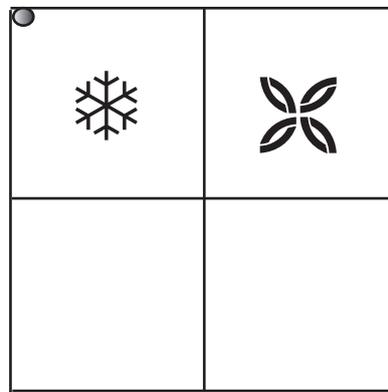
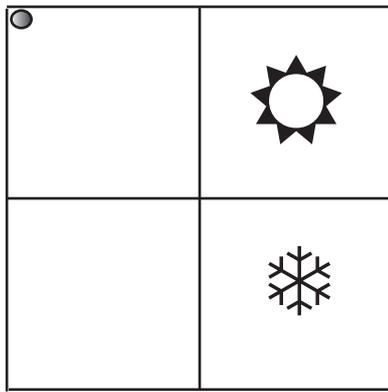
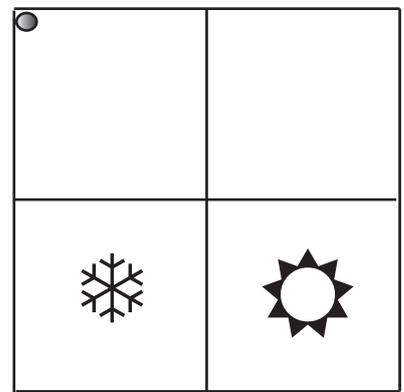
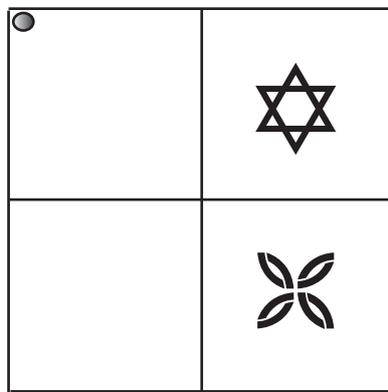
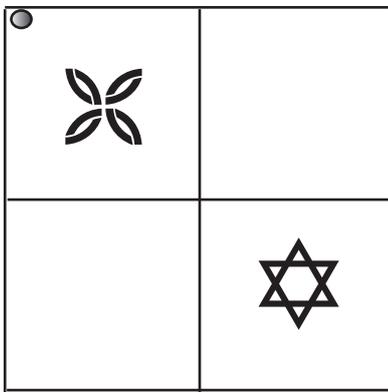
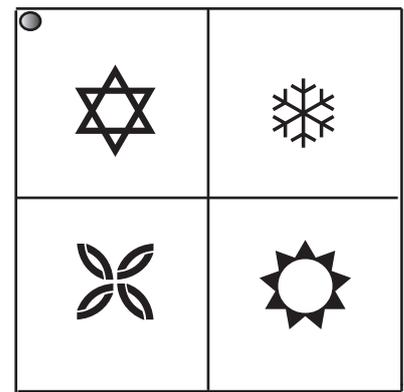
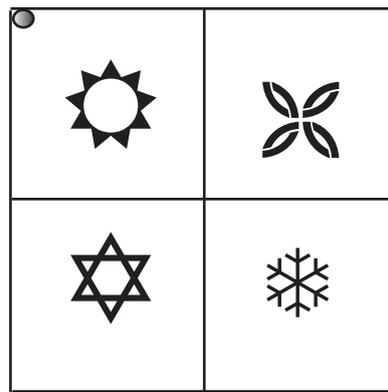
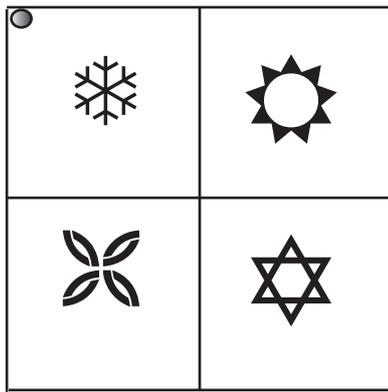
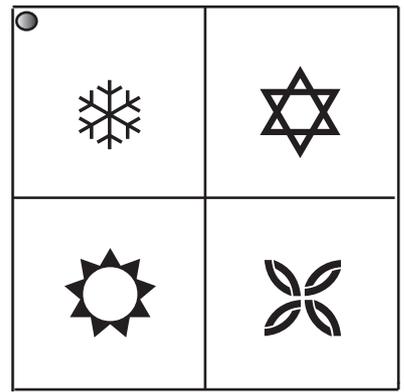
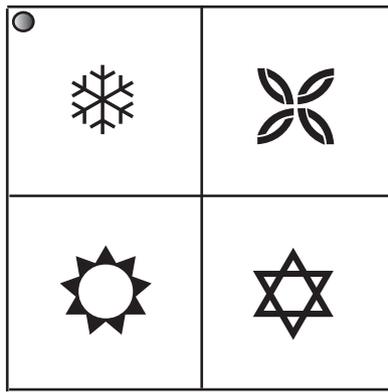
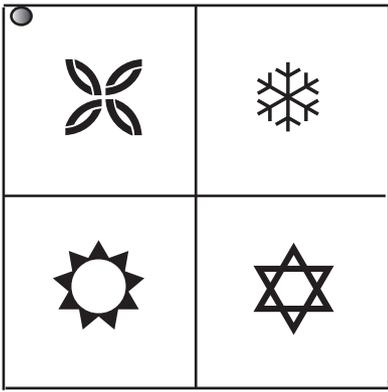
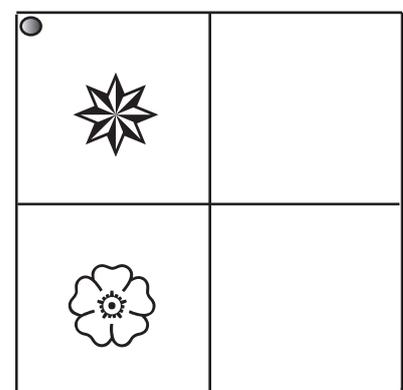
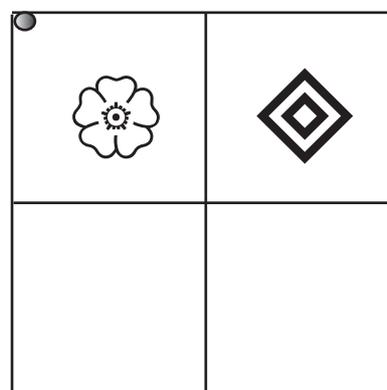
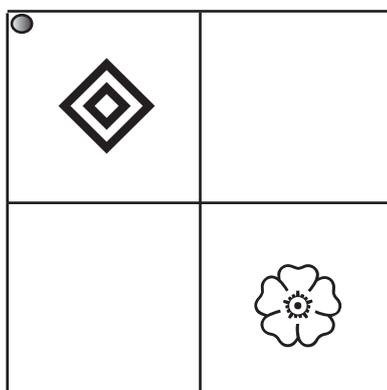
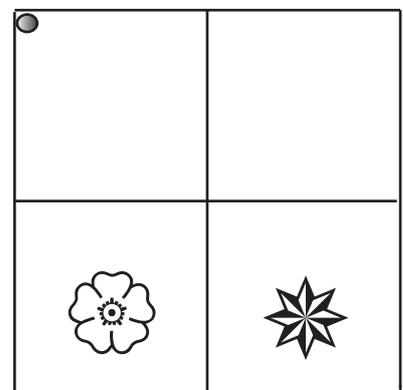
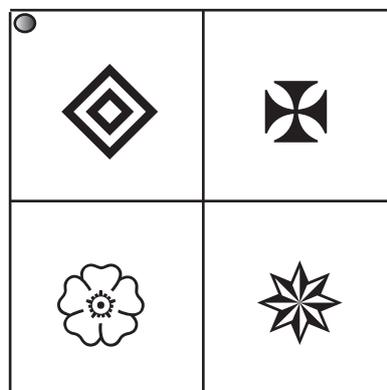
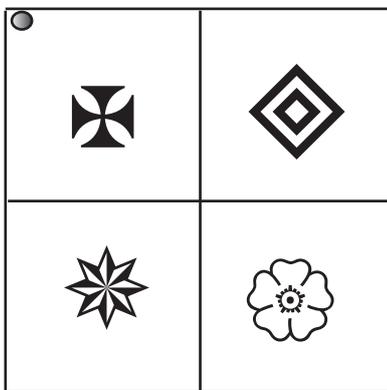
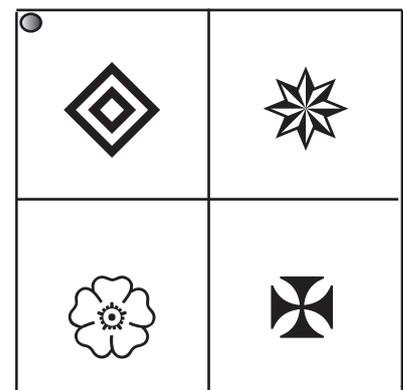
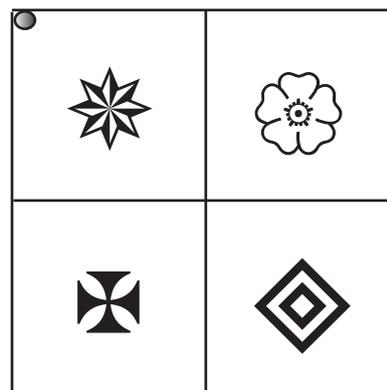
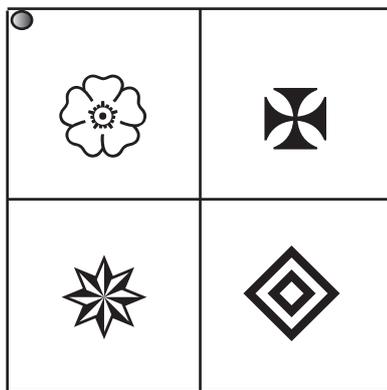
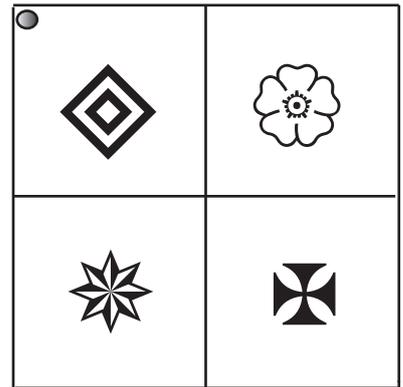
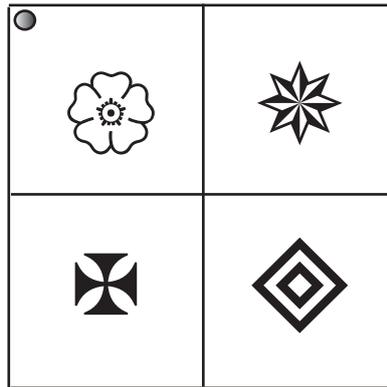
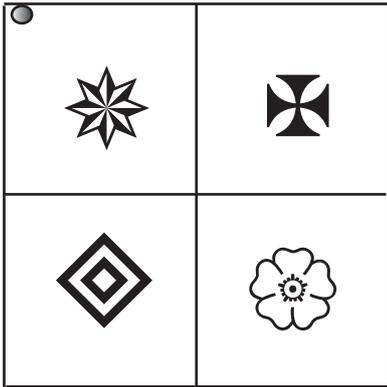


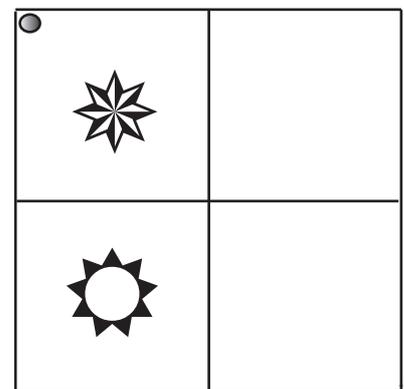
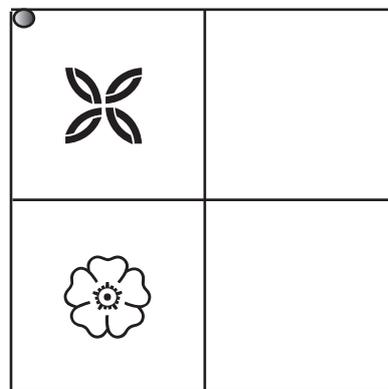
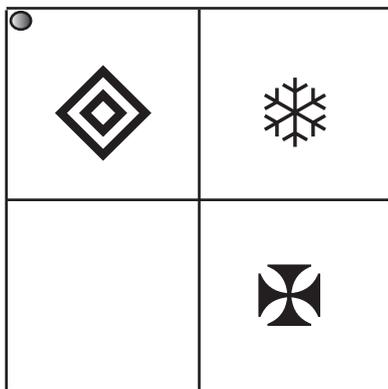
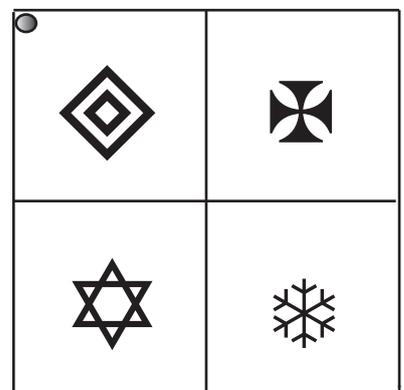
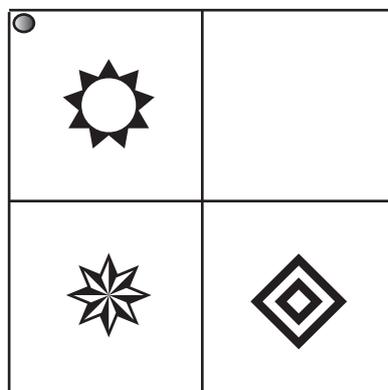
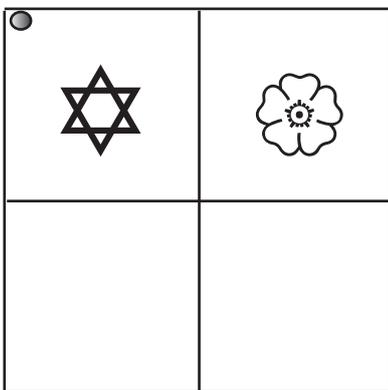
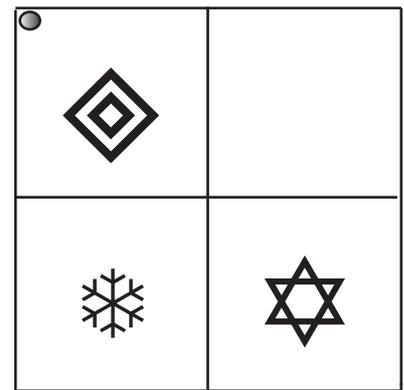
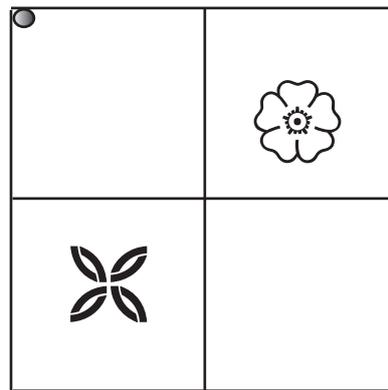
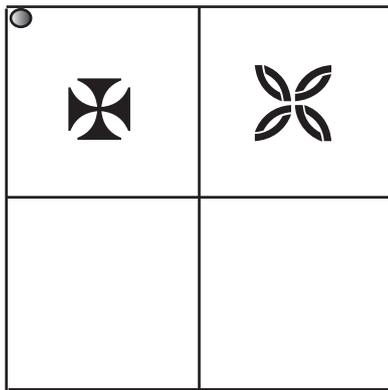
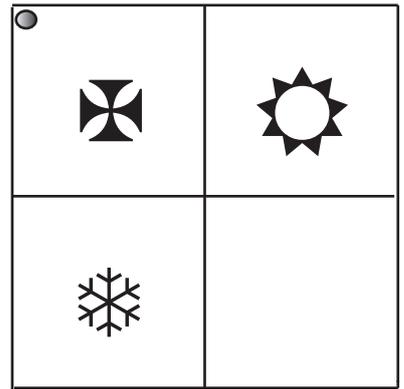
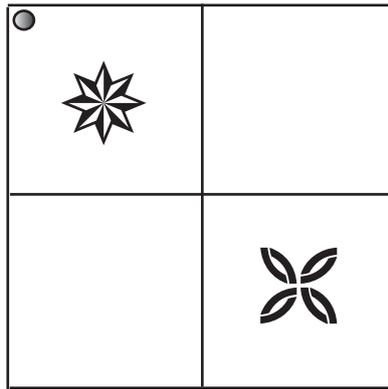
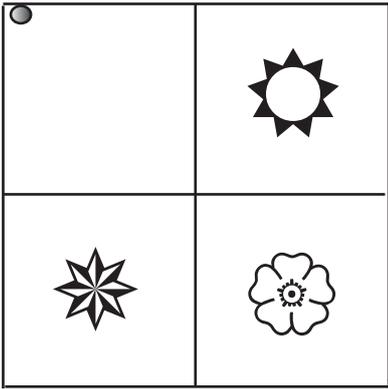
Mit welcher Kamera wurde fotografiert?











Mit welcher Kamera wurde fotografiert?

Ein Spiel für die Raumwahrnehmung.

Seiten drucken und laminieren.

Die erste Seite sollte einen Tisch darstellen, um den 3 Kameras positioniert sind.

Die Kärtchen mit den großen Symbolen werden einzeln ausgeschnitten, sie passen genau auf je ein Viertel des Tisches.

Die anderen Kärtchen dienen der Vorlage und stellen verkleinert den Tisch mit den Symbolen dar. Diese werden auch ausgeschnitten. Der Punkt dient nur der Orientierung (links oben).

Es gibt 2 Varianten.

- Der Trainer legt eines der Vorlagekärtchen hin und bittet das Kind, die Symbole so auf den Tisch zu legen, wie z. B. die RECHTE Kamera fotografiert hat.
- Oder der Trainer legt die Symbole auf den Tisch, legt dem Kind das dazupassende Kärtchen vor und fragt das Kind, mit welcher Kamera fotografiert wurde. Der Trainer muss natürlich immer von der richtigen Perspektive aus legen.

