

Zahlenmeisterschaft

Ziel des Spiels: Förderung des schnellen Erkennens von Zahlen, Anzahlen und Vielfachen

2 bis 3 Spieler

Der Zahlenraum ist je nach Kenntnisstand der Spieler beliebig wählbar.

Dokument 1 umfasst den Zahlenraum 1 – 50. Dokument 2 umfasst den Zahlenraum 51 – 100.

Die Karten werden ausgeteilt und die beiden letzten Karten werden offen aufgelegt.

Jeder Spieler hält drei Karten in der Hand (diese Zahl kann selbstverständlich beliebig abgeändert werden), der Rest liegt verkehrt auf einem Stapel am Tisch. Sobald mindestens eine Karte abgelegt wurde, darf wieder eine vom Stapel aufgenommen werden.

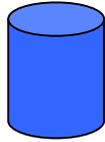
Eine Karte darf auf die offen aufgelegten Karten abgelegt werden, wenn sie dieselbe Zahl oder Anzahl zeigt, oder ein Vielfaches davon.

Jeder Spieler legt so schnell wie möglich ab ohne auf die anderen zu warten, denn es gewinnt derjenige, der als erster keine Karten mehr hat.

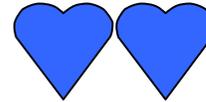
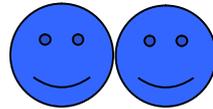
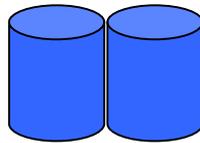
Dieses Spiel ist dem Spiel „Speed“ nachempfunden.



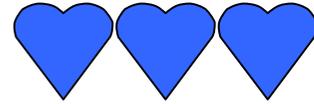
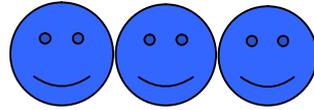
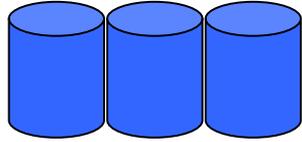
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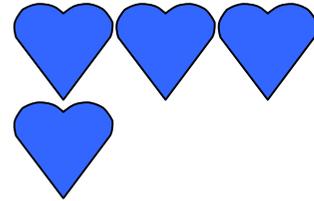
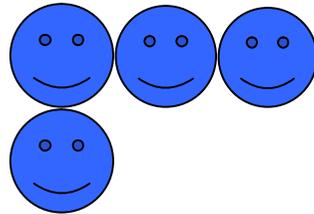
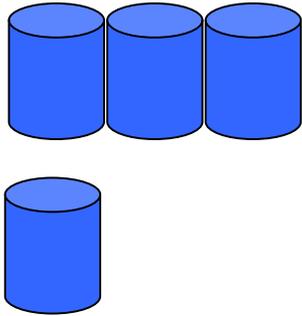
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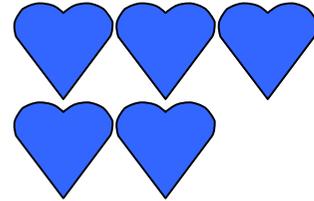
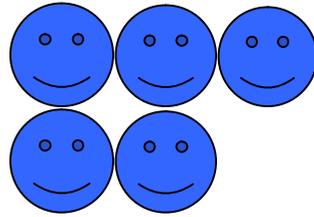
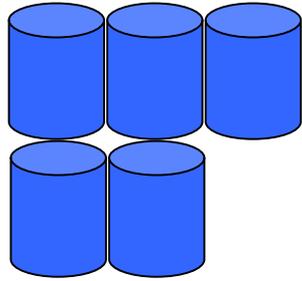
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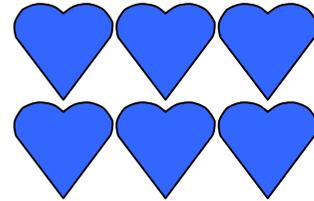
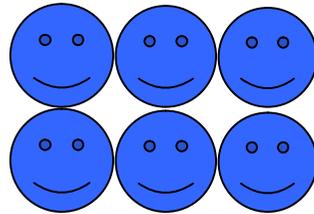
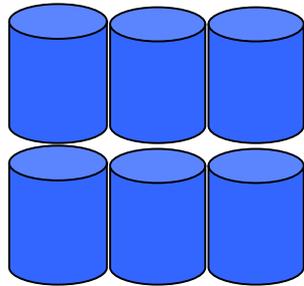
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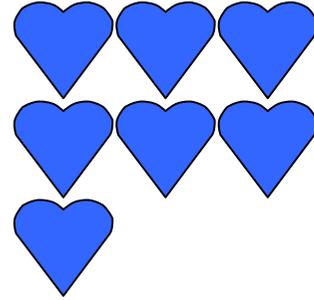
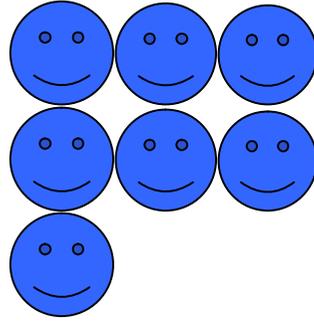
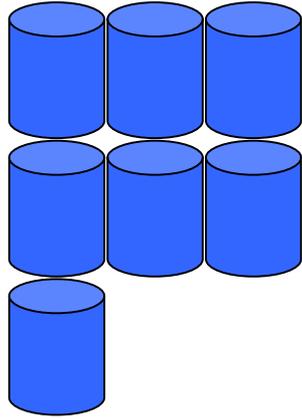
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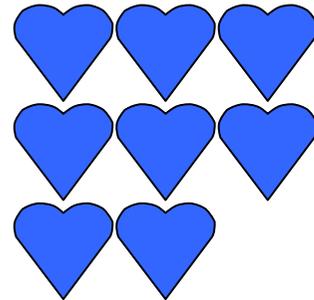
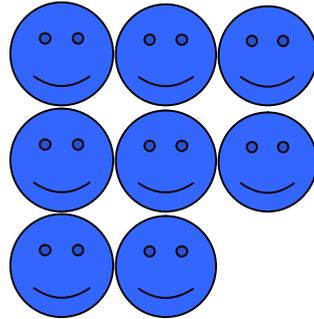
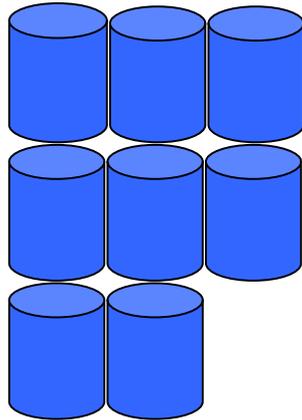
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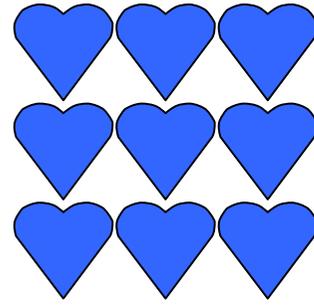
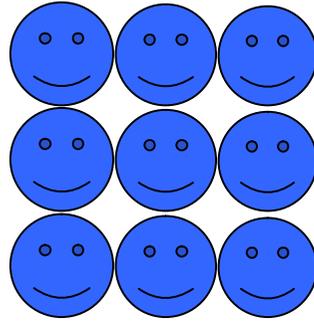
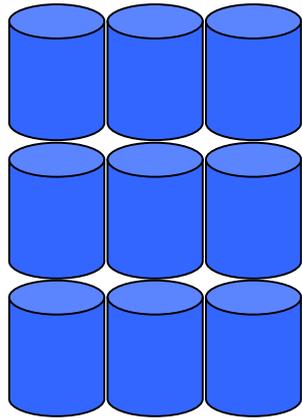
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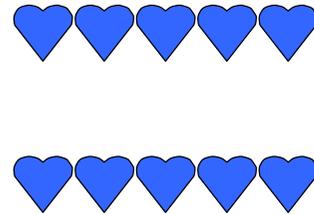
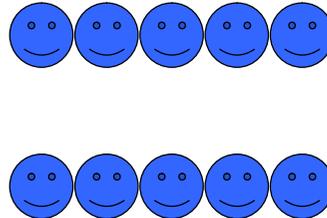
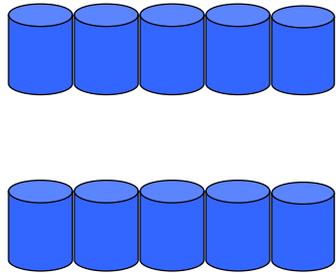
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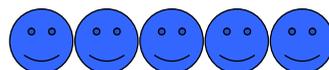
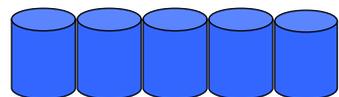
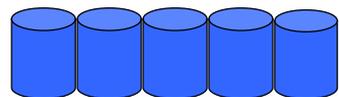
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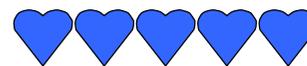
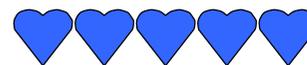
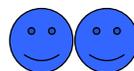
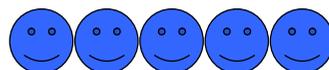
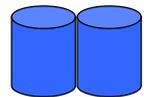
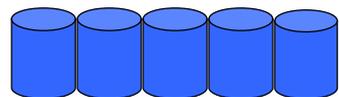
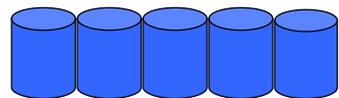
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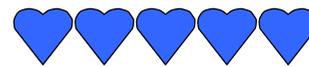
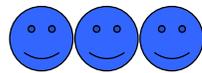
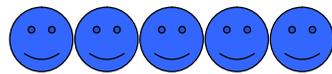
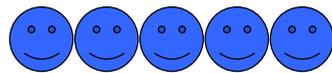
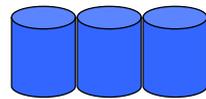
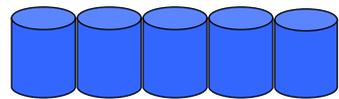
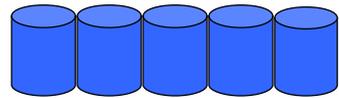
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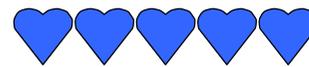
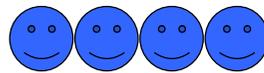
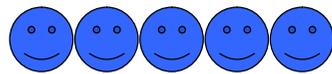
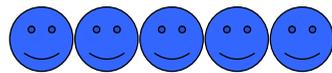
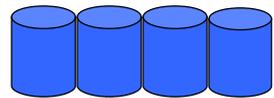
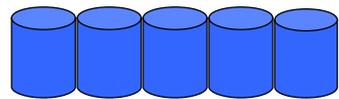
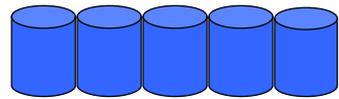
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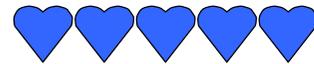
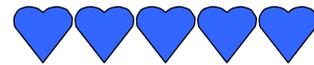
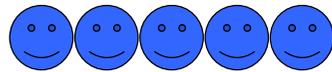
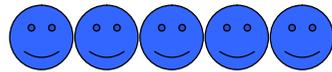
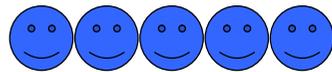
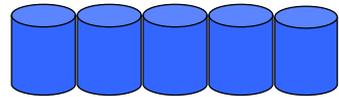
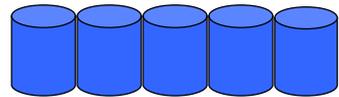
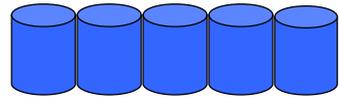
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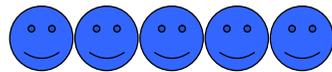
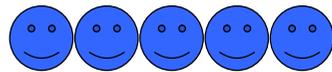
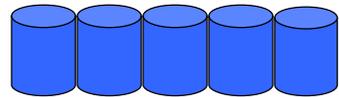
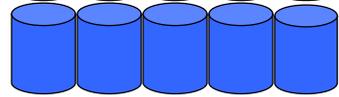
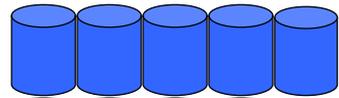
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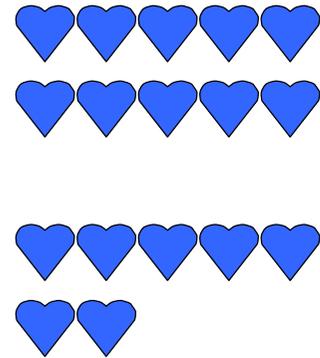
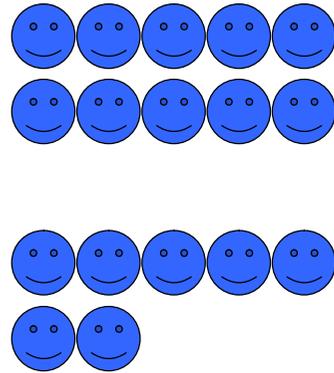
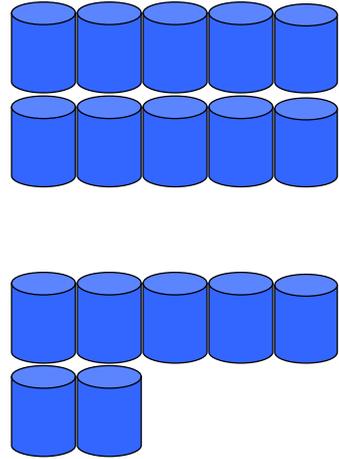
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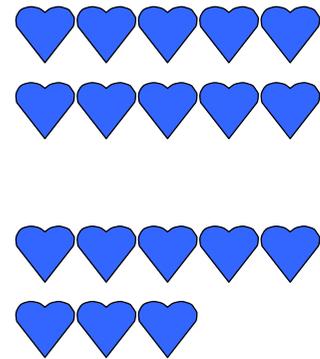
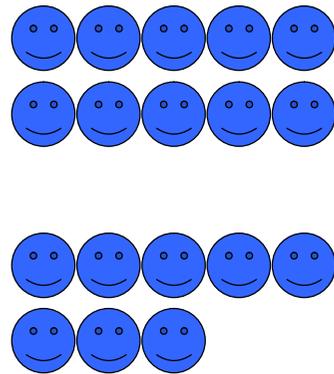
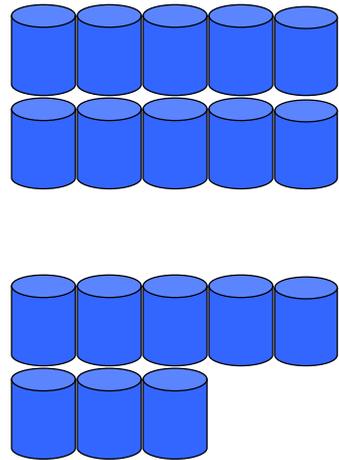
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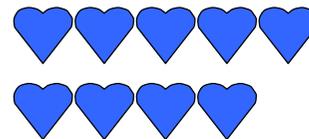
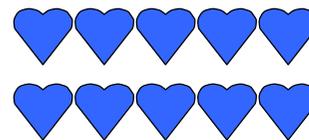
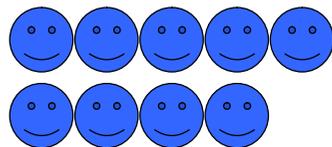
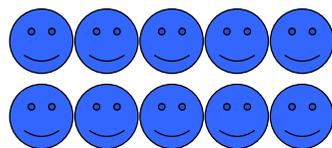
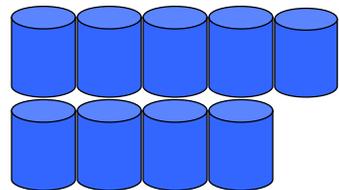
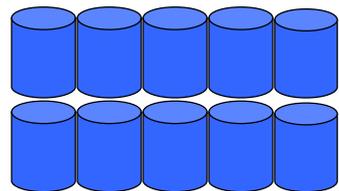
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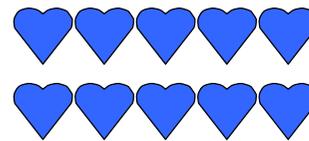
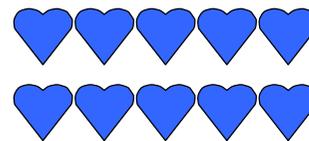
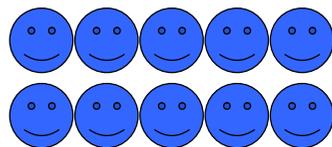
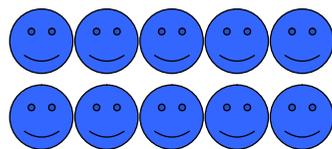
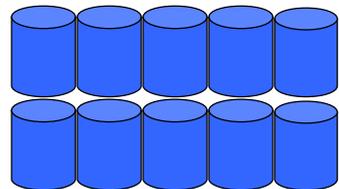
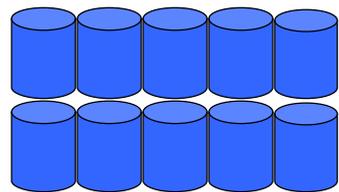
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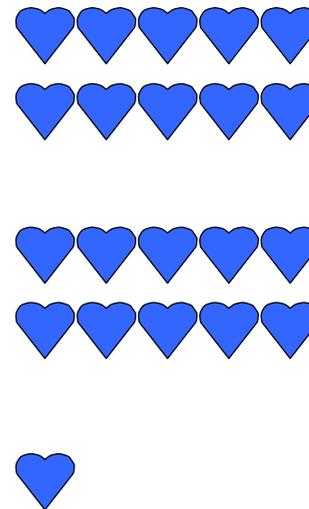
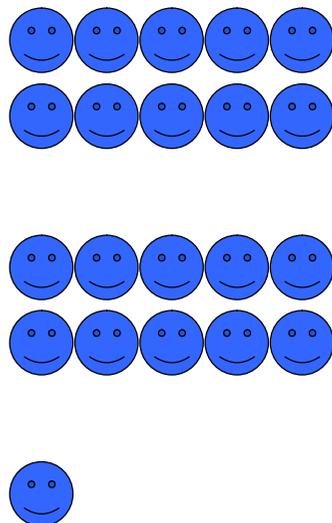
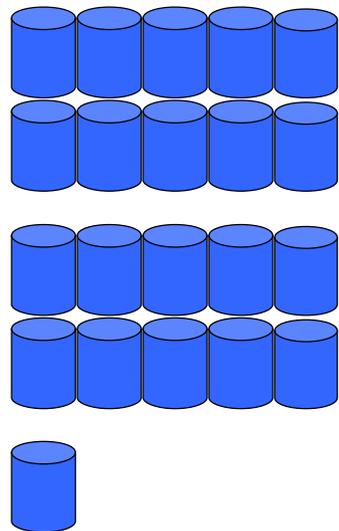
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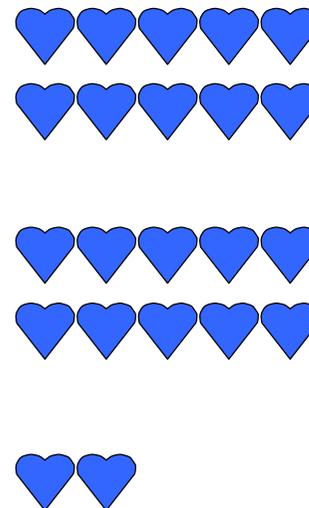
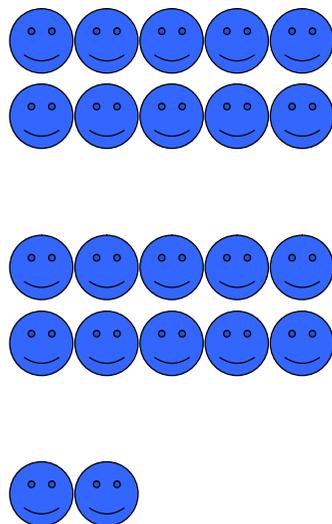
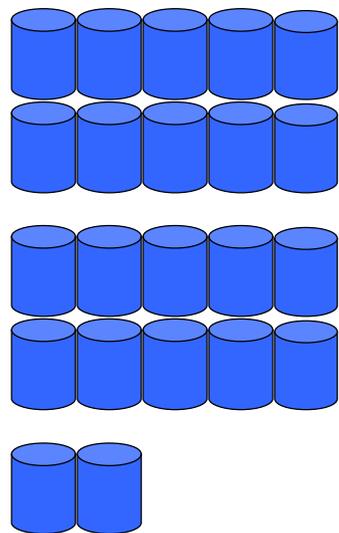
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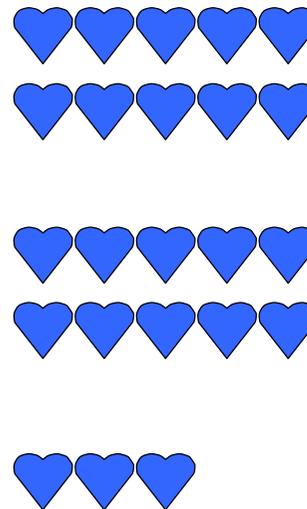
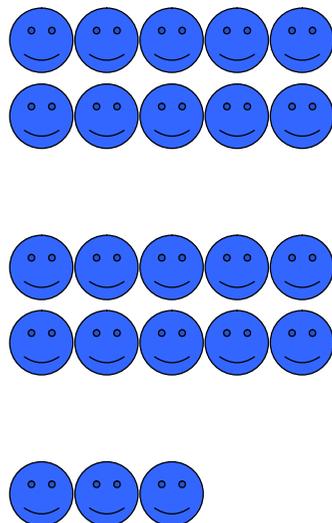
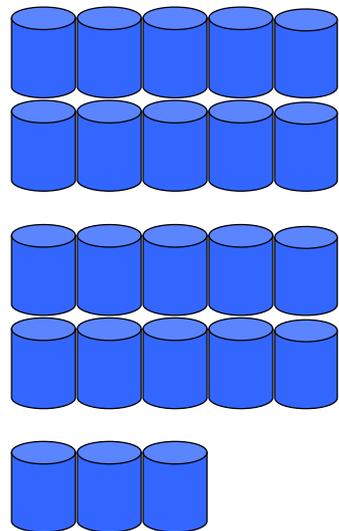
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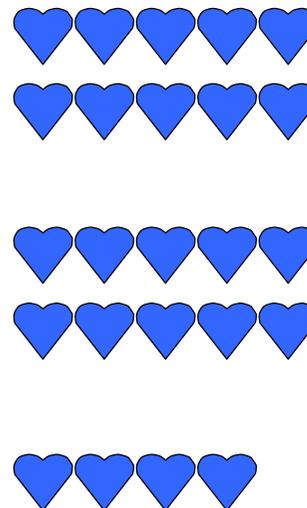
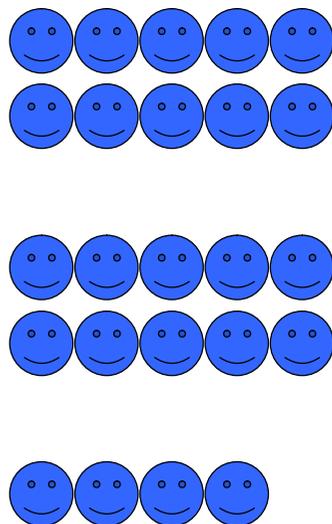
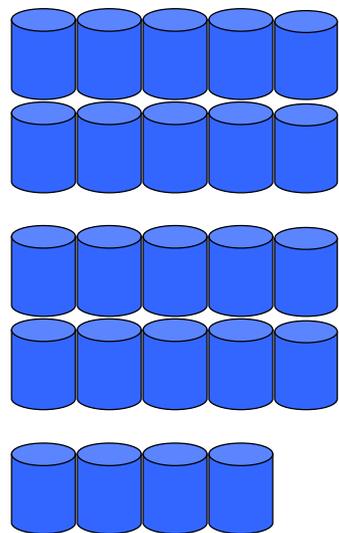
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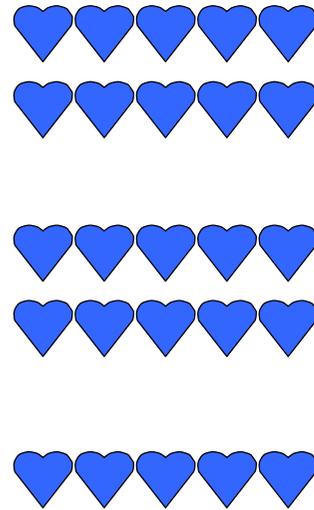
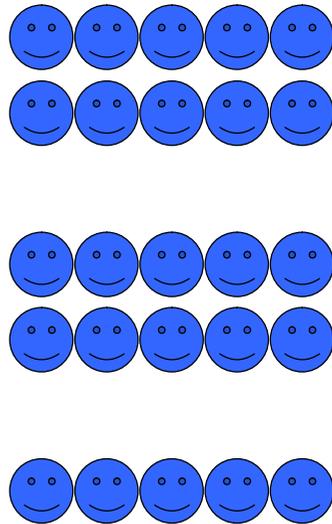
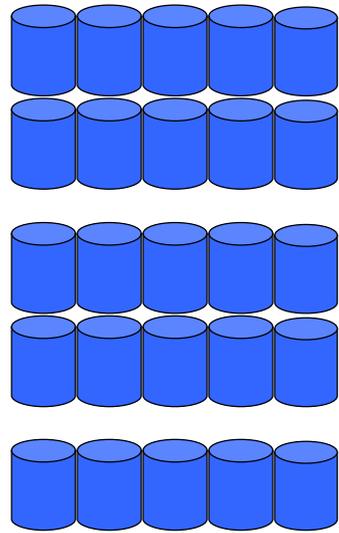
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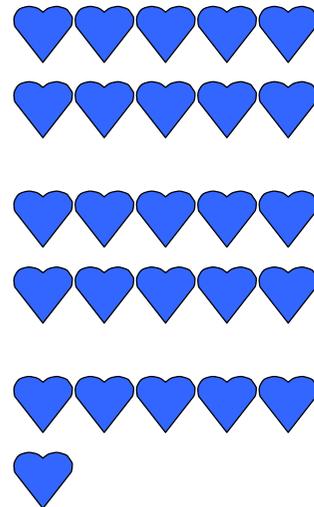
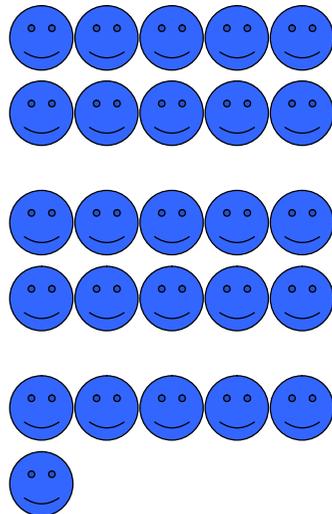
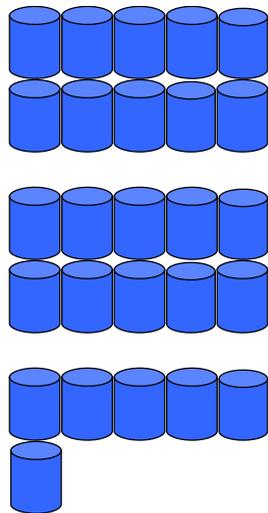
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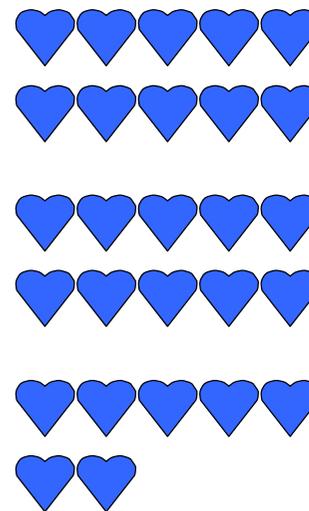
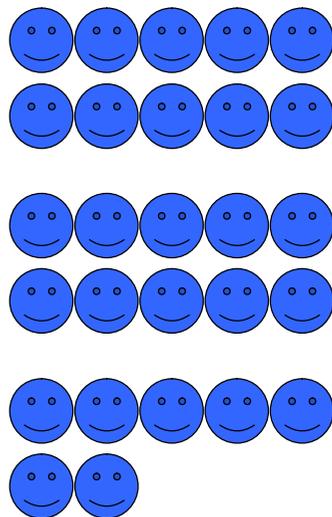
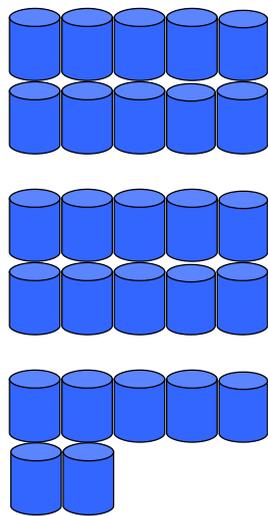
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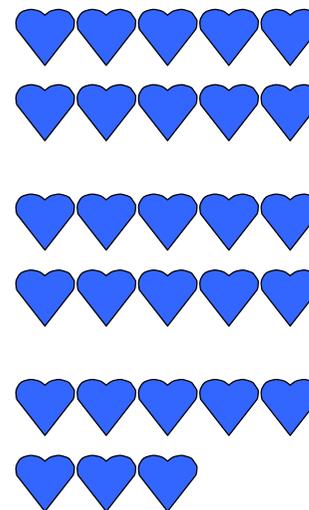
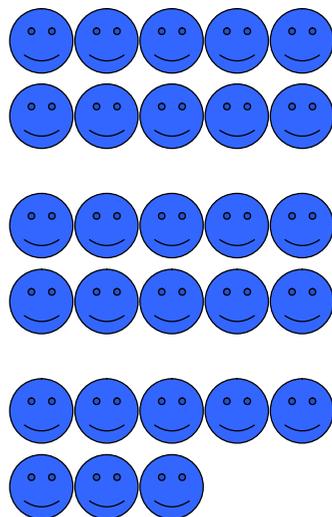
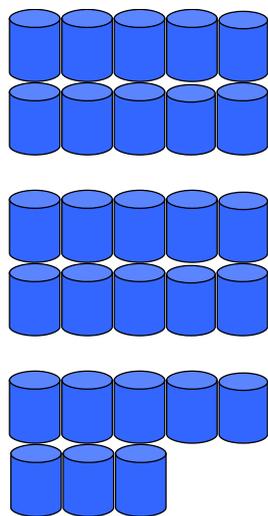
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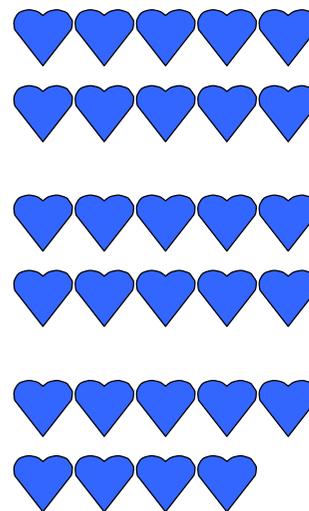
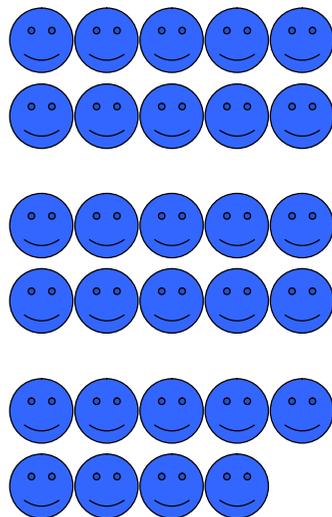
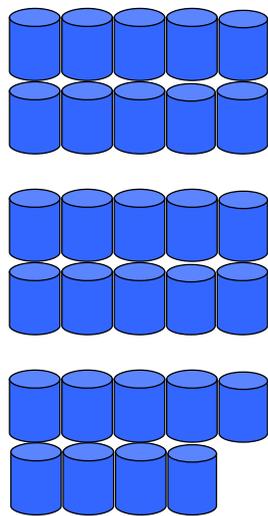
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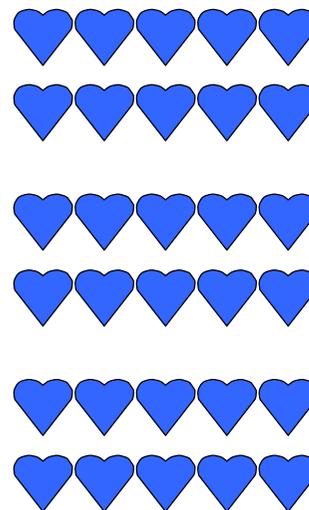
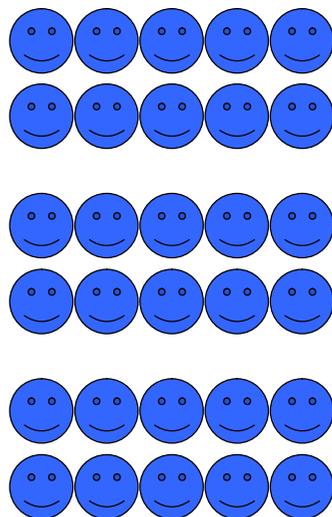
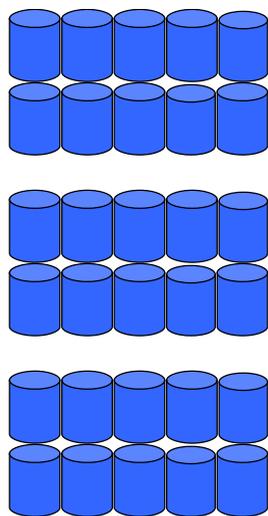
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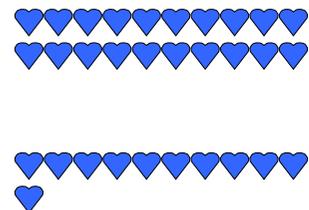
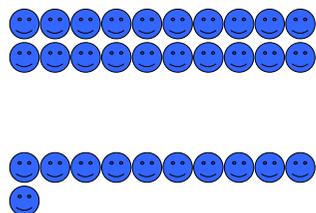
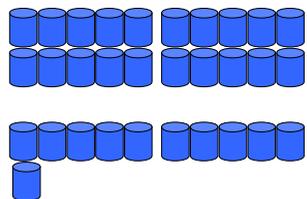
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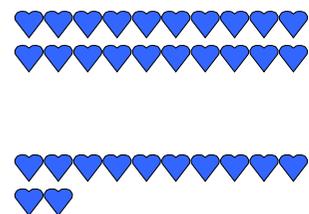
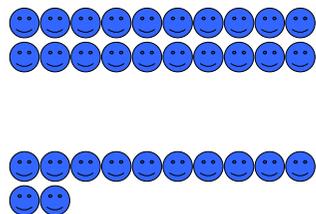
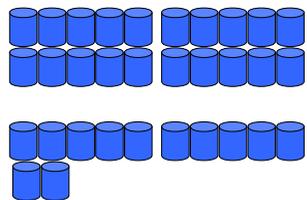
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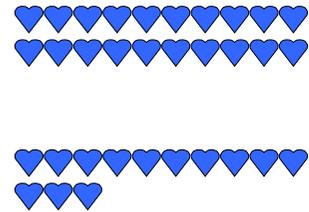
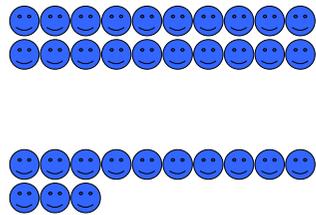
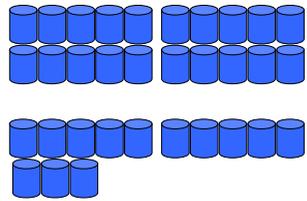
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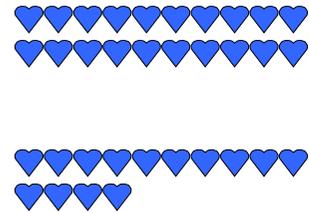
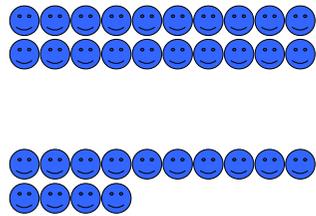
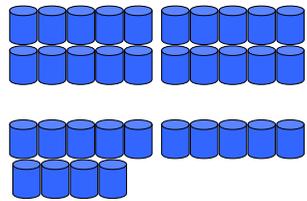
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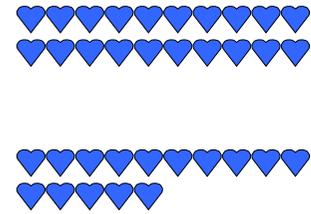
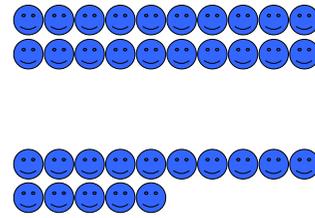
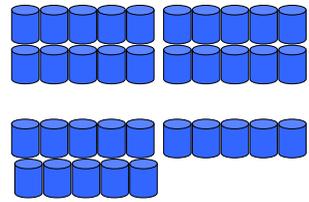
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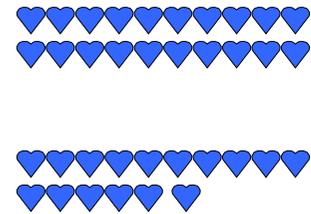
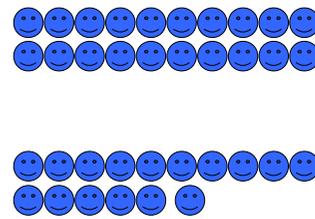
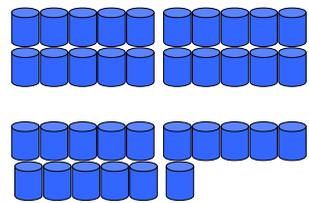
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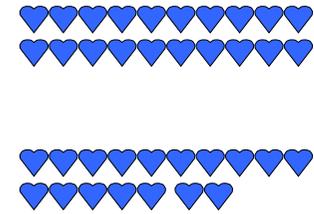
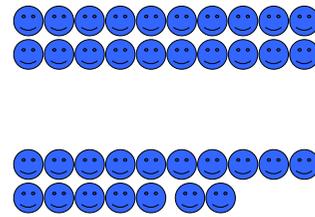
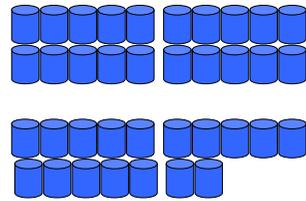
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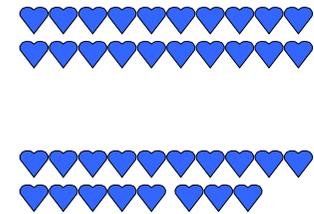
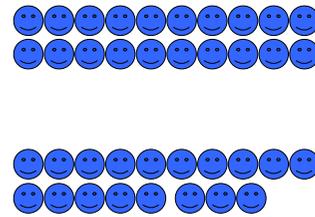
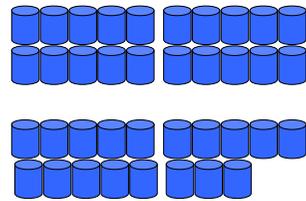
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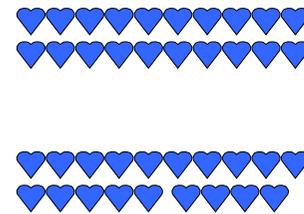
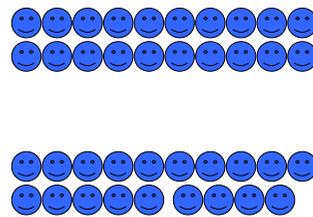
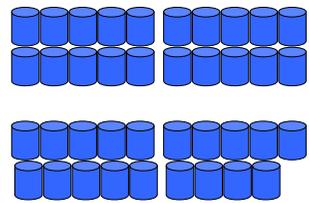
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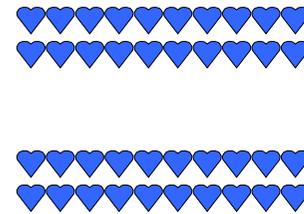
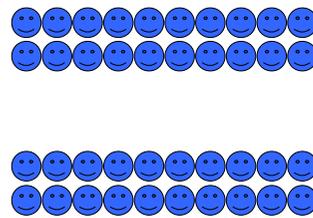
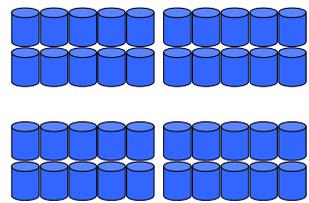
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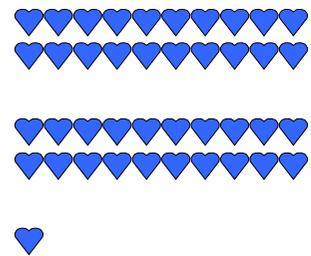
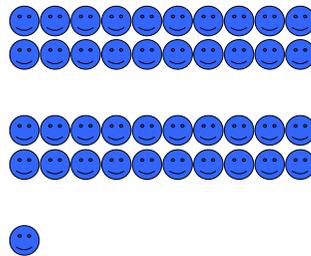
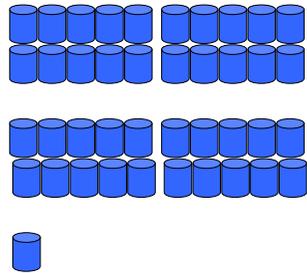
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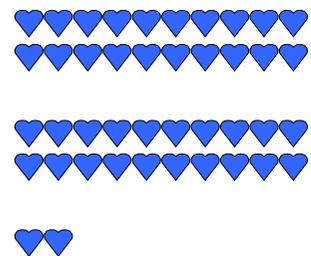
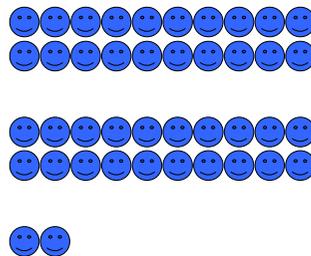
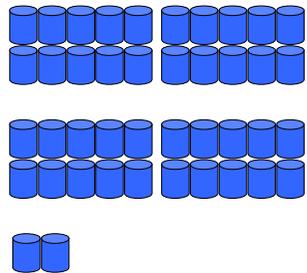
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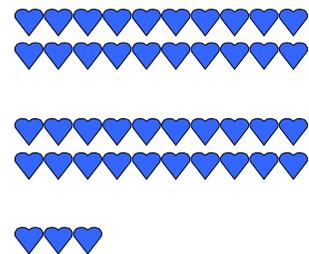
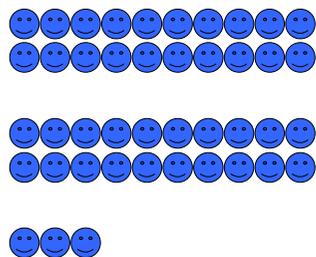
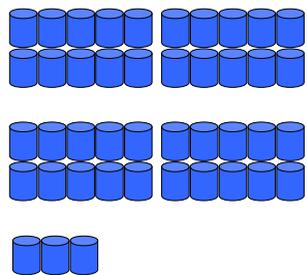
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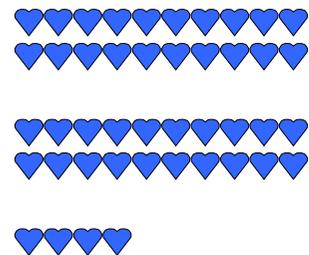
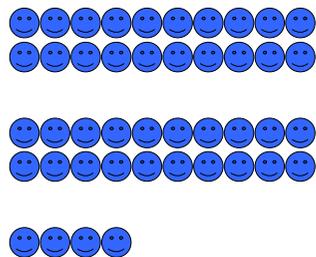
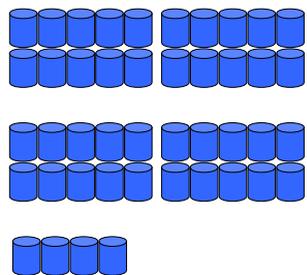
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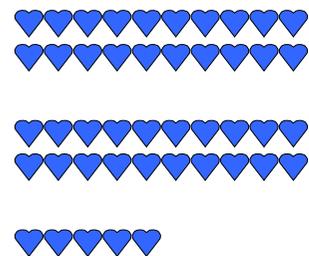
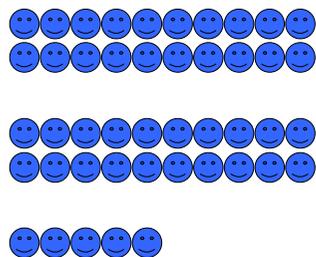
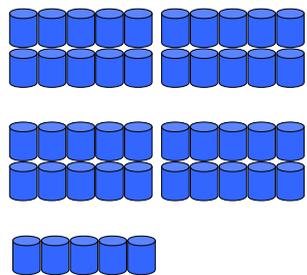
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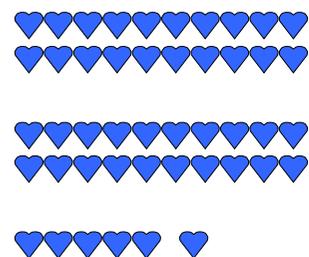
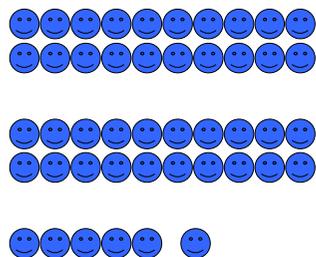
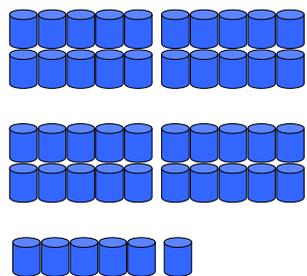
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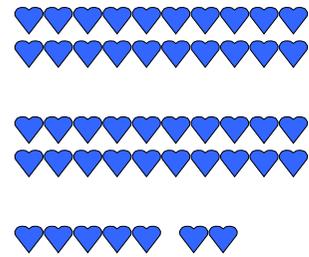
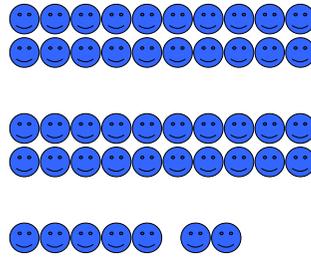
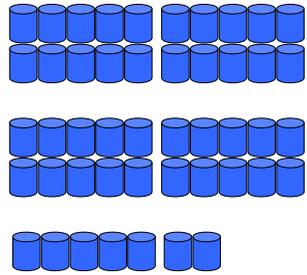
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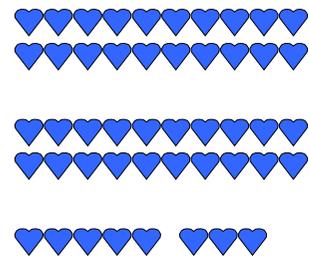
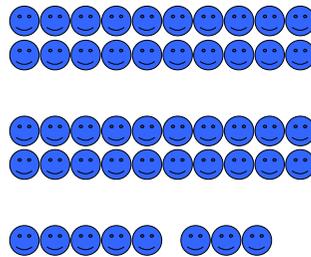
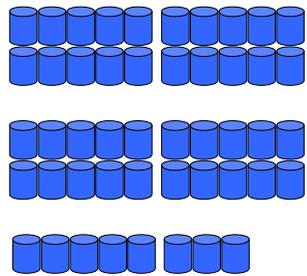
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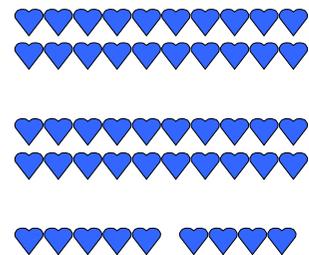
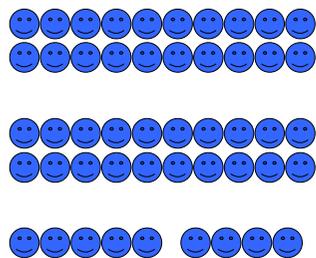
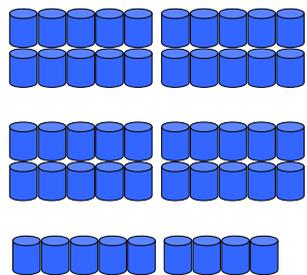
47



48



49



50

