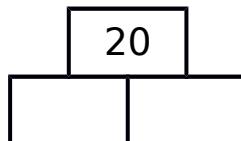
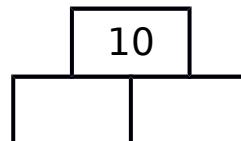
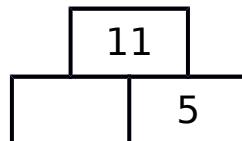
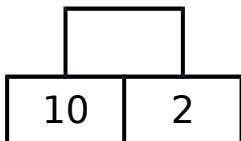


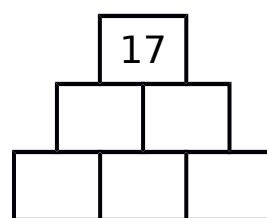
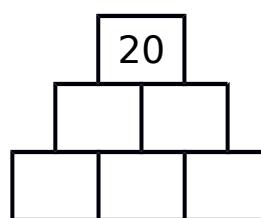
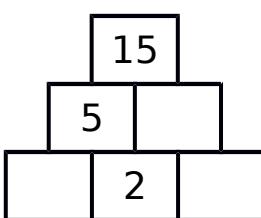
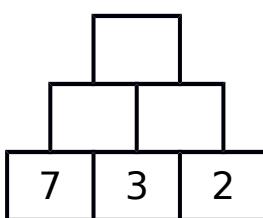
Name	Datum	AB2 ÜB 0111	
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Zahlenmauern

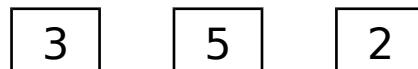
1. Löse die Zahlenmauern.



2. Die Mauer wird größer.

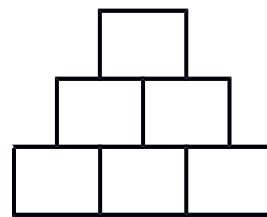
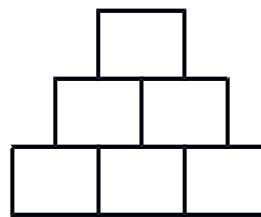
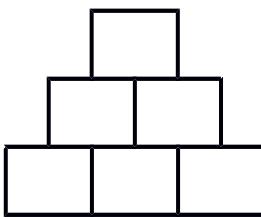
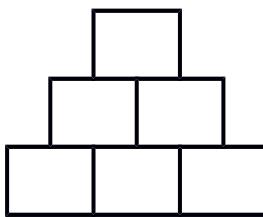


3. Du hast 3 Grundsteine:

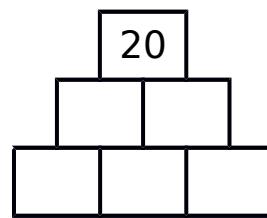
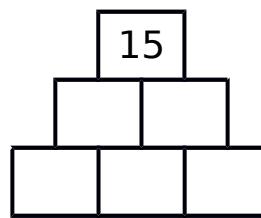
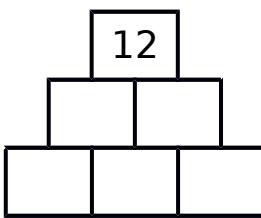
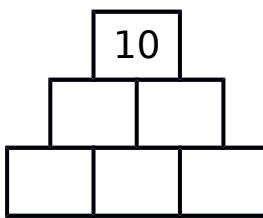


. Was fällt dir

auf?



4. Finde mögliche Zahlen.



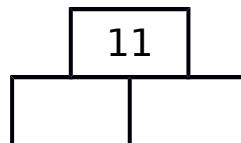
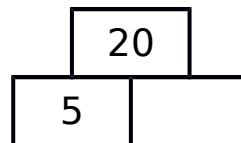
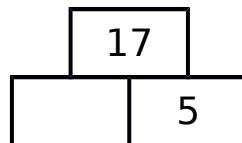
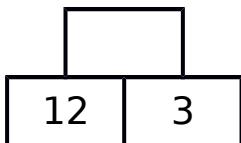
5. Gestalte eigene Zahlenmauern.



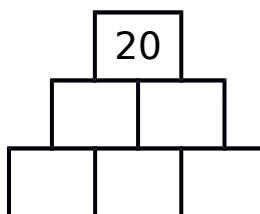
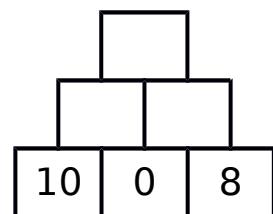
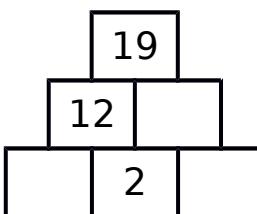
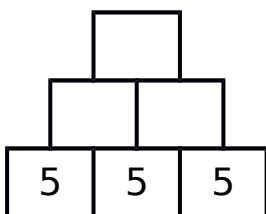
Name	Datum	AB2 ÜB 0121	
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Zahlenmauern

1. Löse die Zahlenmauern.



2. Die Mauer wird größer.

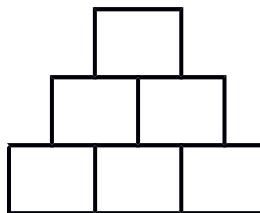
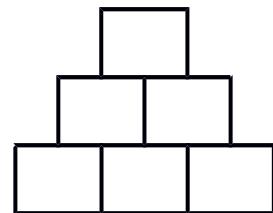
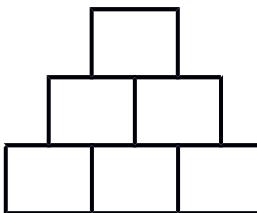
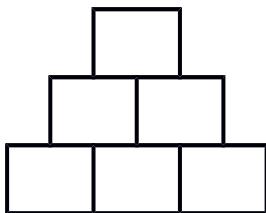


3. Du hast 3 Grundsteine:

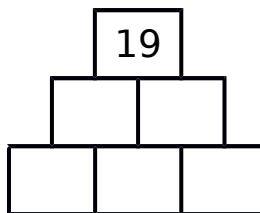
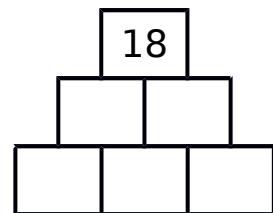
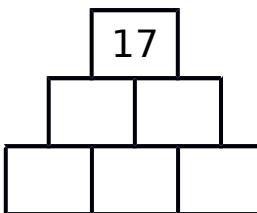
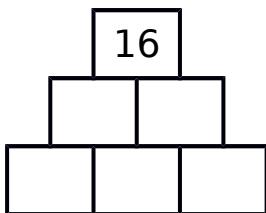


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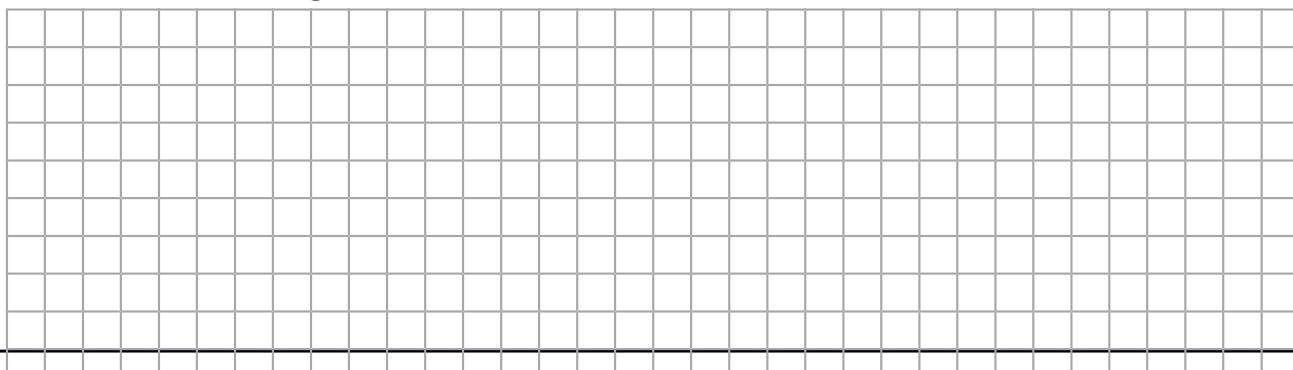
auf?



4. Finde mögliche Zahlen.



5. Gestalte eigene Zahlenmauern.

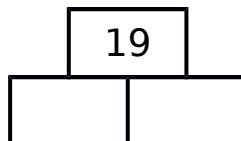
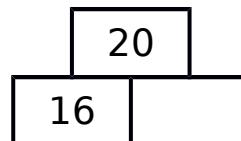
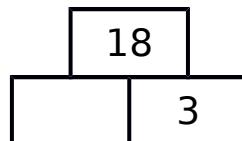
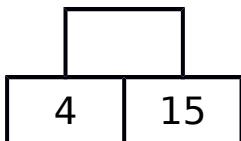


A large grid of 10x10 squares for drawing your own number walls.

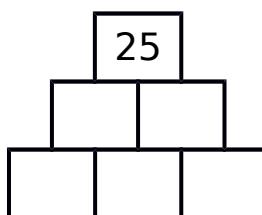
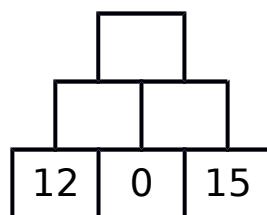
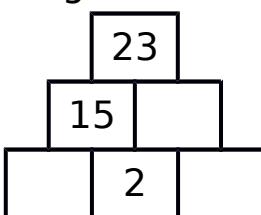
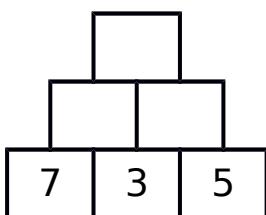
Name	Datum	AB2 ÜB 0131	
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Zahlenmauern

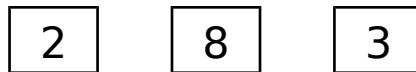
1. Löse die Zahlenmauern.



2. Die Mauer wird größer.

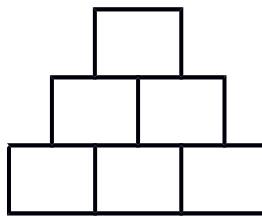
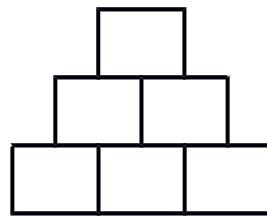
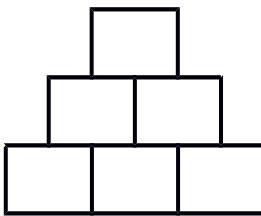
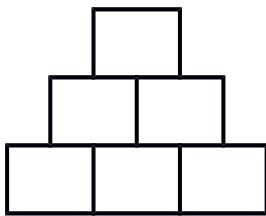


3. Du hast 3 Grundsteine:

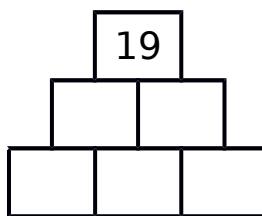
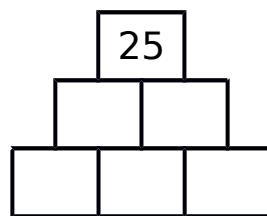
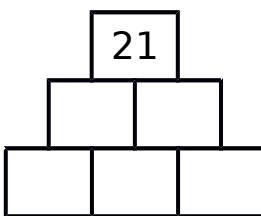
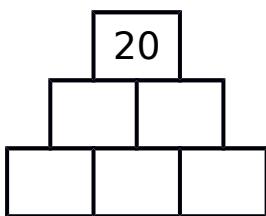


. Was fällt dir

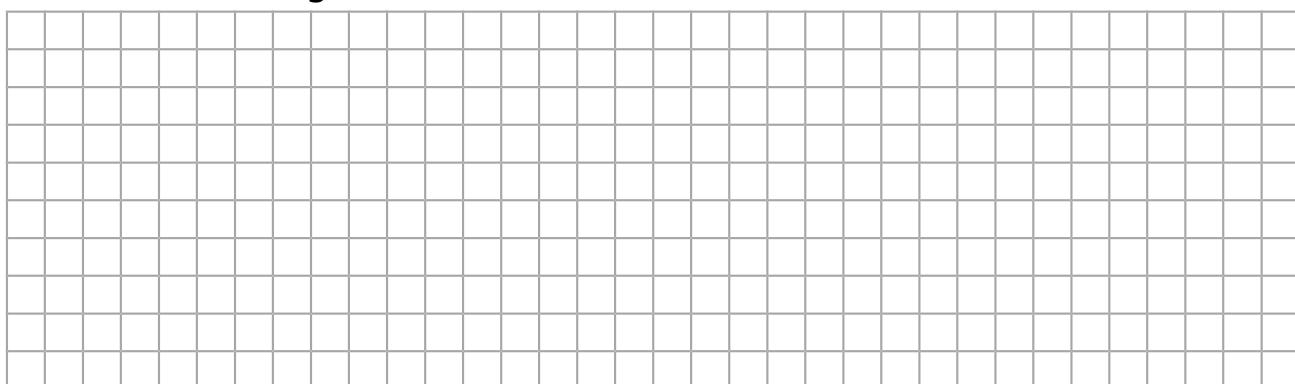
auf?



4. Finde mögliche Zahlen.

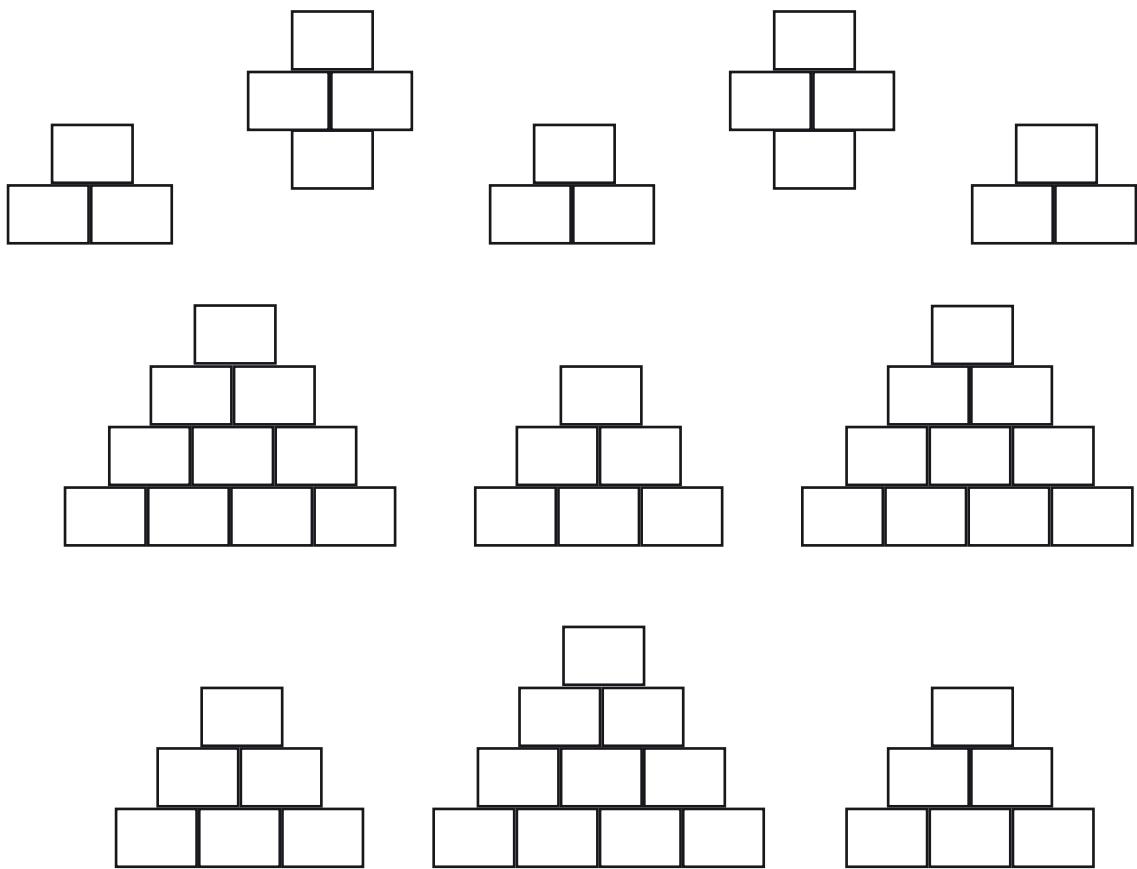


5. Gestalte eigene Zahlenmauern.



0 + 0	0 + 1	0 + 2	0 + 3	0 + 4	0 + 5	0 + 6	0 + 7	0 + 8	0 + 9	0 + 10
1 + 0	1 + 1	1 + 2	1 + 3	1 + 4	1 + 5	1 + 6	1 + 7	1 + 8	1 + 9	1 + 10
2 + 0	2 + 1	2 + 2	2 + 3	2 + 4	2 + 5	2 + 6	2 + 7	2 + 8	2 + 9	2 + 10
3 + 0	3 + 1	3 + 2	3 + 3	3 + 4	3 + 5	3 + 6	3 + 7	3 + 8	3 + 9	3 + 10
4 + 0	4 + 1	4 + 2	4 + 3	4 + 4	4 + 5	4 + 6	4 + 7	4 + 8	4 + 9	4 + 10
5 + 0	5 + 1	5 + 2	5 + 3	5 + 4	5 + 5	5 + 6	5 + 7	5 + 8	5 + 9	5 + 10
6 + 0	6 + 1	6 + 2	6 + 3	6 + 4	6 + 5	6 + 6	6 + 7	6 + 8	6 + 9	6 + 10
7 + 0	7 + 1	7 + 2	7 + 3	7 + 4	7 + 5	7 + 6	7 + 7	7 + 8	7 + 9	7 + 10
8 + 0	8 + 1	8 + 2	8 + 3	8 + 4	8 + 5	8 + 6	8 + 7	8 + 8	8 + 9	8 + 10
9 + 0	9 + 1	9 + 2	9 + 3	9 + 4	9 + 5	9 + 6	9 + 7	9 + 8	9 + 9	9 + 10
10 + 0	10 + 1	10 + 2	10 + 3	10 + 4	10 + 5	10 + 6	10 + 7	10 + 8	10 + 9	10 + 10

Gestalte eigene Zahlenmauern.



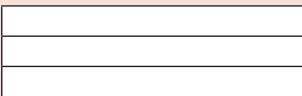
Zeichne selbst.





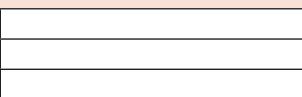
Das habe ich gelernt

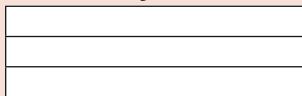
Aufbau der Hundertertafel

Die  innerhalb einer Spalte sind immer gleich!



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
3	3	3	3	3	3	3	3	3	40
41	42	43	4	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	7	75	76	77	78	79	80
81	82	83	8	85	86	87	88	89	90
91	92	93	9	95	96	97	98	99	100

In jeder Zeile wird bis zum
nächsten vollen  aufgefüllt.

Dabei kommt mit jedem
Schritt ein  dazu.

Ergänze die Ausschnitte aus der Hundertertafel.

	47	
	$\uparrow -10$	
56	57	$+1$
	-1	
		$+10$
	67	

Ein Schritt nach unten
bedeutet: 

Ein Schritt nach oben
bedeutet: 

Ein Schritt nach rechts
bedeutet: 

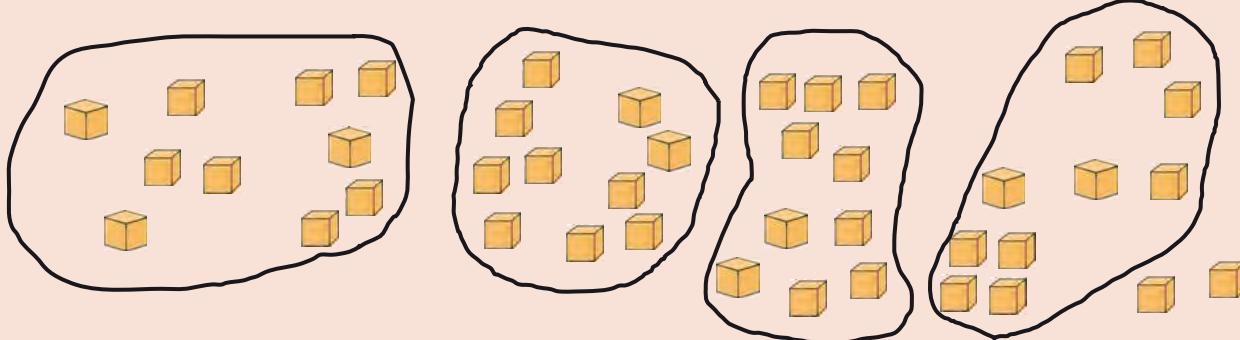
Ein Schritt nach links
bedeutet: 



Bündeln



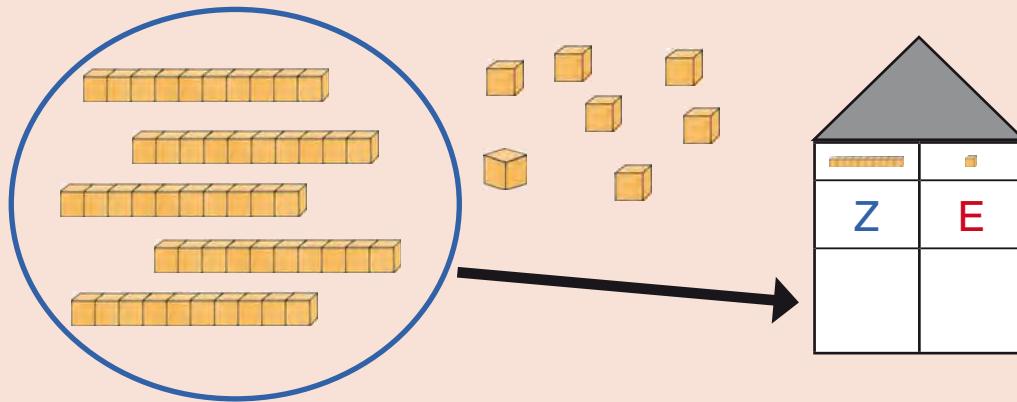
Einzelne ergeben Zehnerstange



Hier kannst du Zehnerstangen bilden.

Einzelne bleiben übrig.

Trage das Ergebnis entsprechend des Stellenwertes in das Stellenwerthaus ein.



Im Stellenwerthaus sehe ich, wie viele Einer und wie viele Zehner ich habe.

