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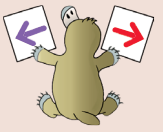
Lagebeziehungen	3	Orientieren im Raum 
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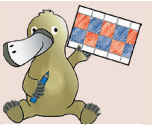
Streifenmuster	13	Muster 
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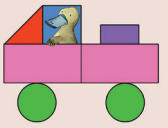
Flächen am Geobrett	15 – 17	Flächen 
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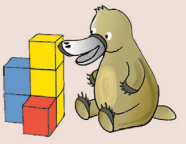
Würfelgebäude – Seitenansichten zuordnen	30 – 31	Würfelbauten 
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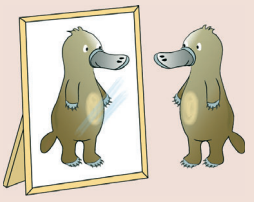
Symmetrie mit dem Spiegel	40	Symmetrie 
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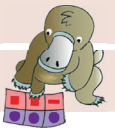
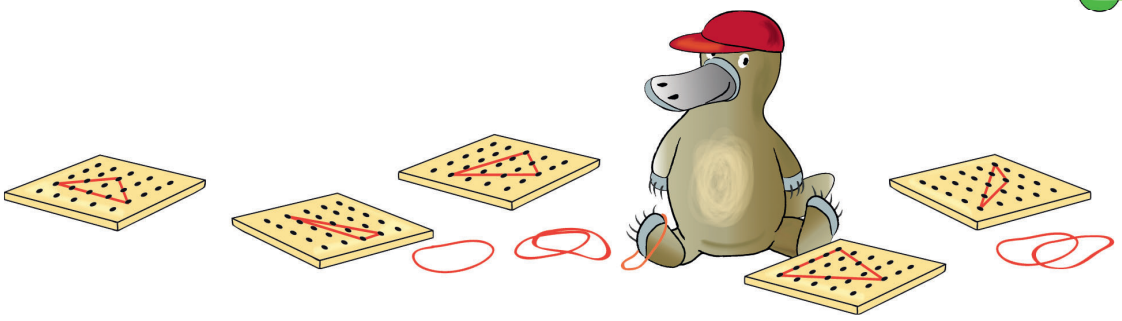
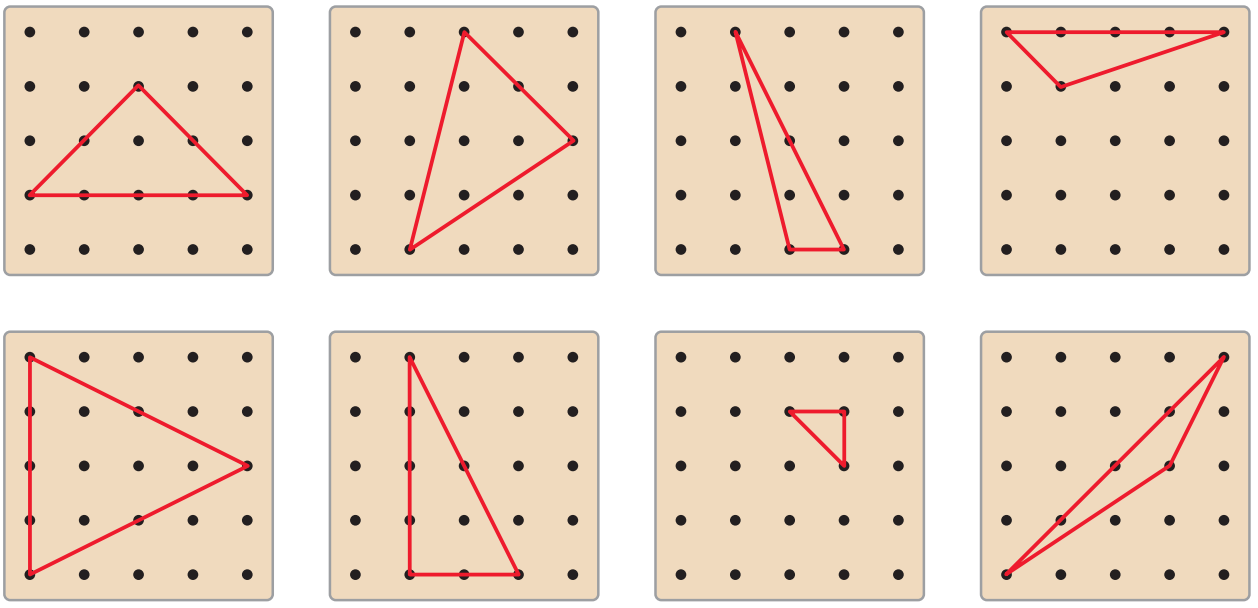
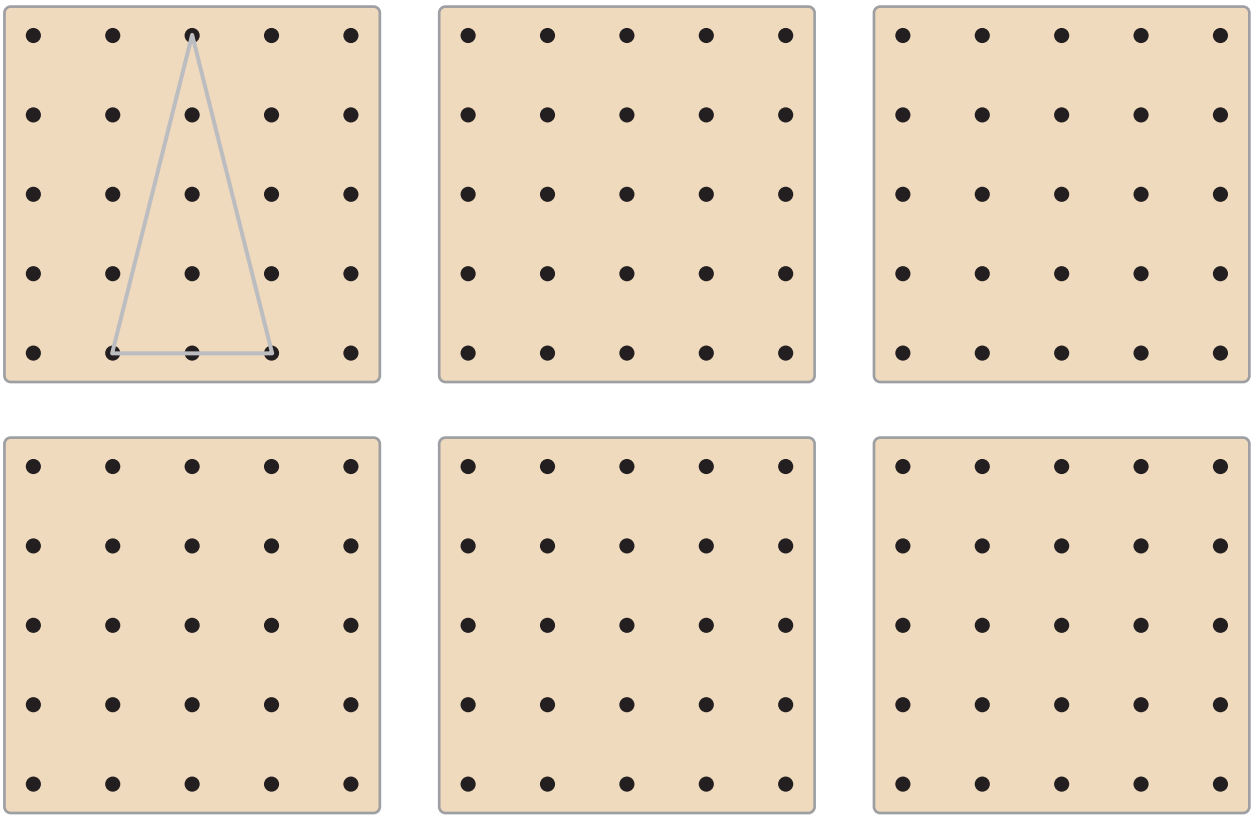
Klopfspiel	48	Auge-Hand-Koordination 



1 Spanne die Dreiecke am Geobrett nach.

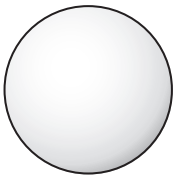


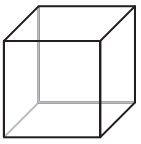
2 Spanne verschiedene Dreiecke und zeichne sie ein. Benutze ein Lineal.

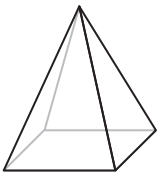


1 Male in der passenden Farbe an.

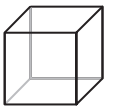
Würfel

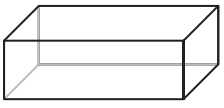




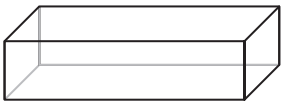


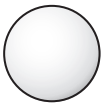
Quader



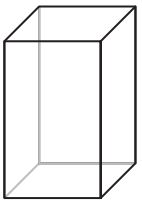


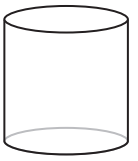
Zylinder





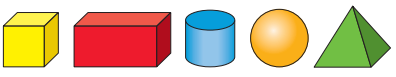
Kugel



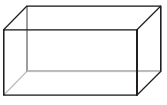
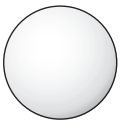
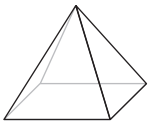
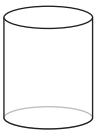


Pyramide

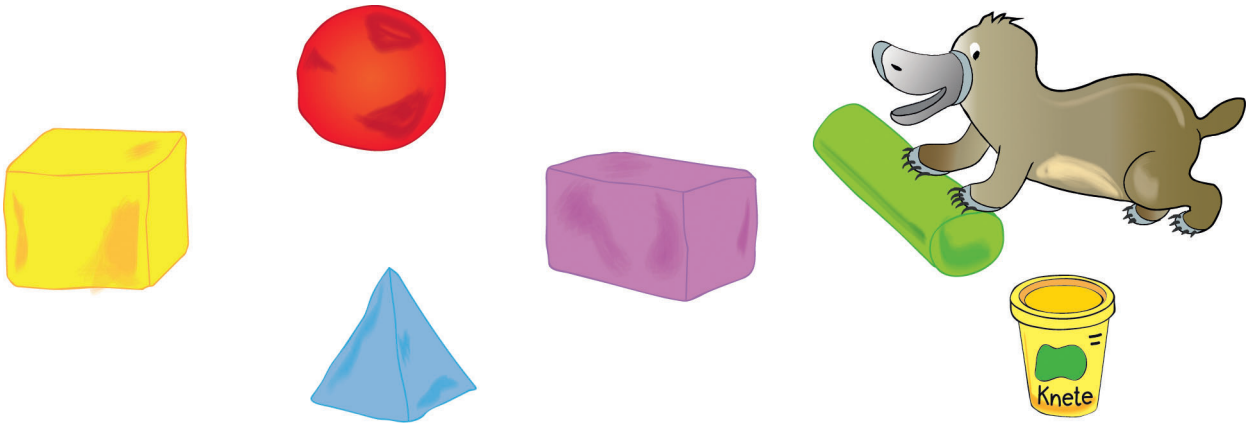
2 Male die Stadt in den passenden Farben an.



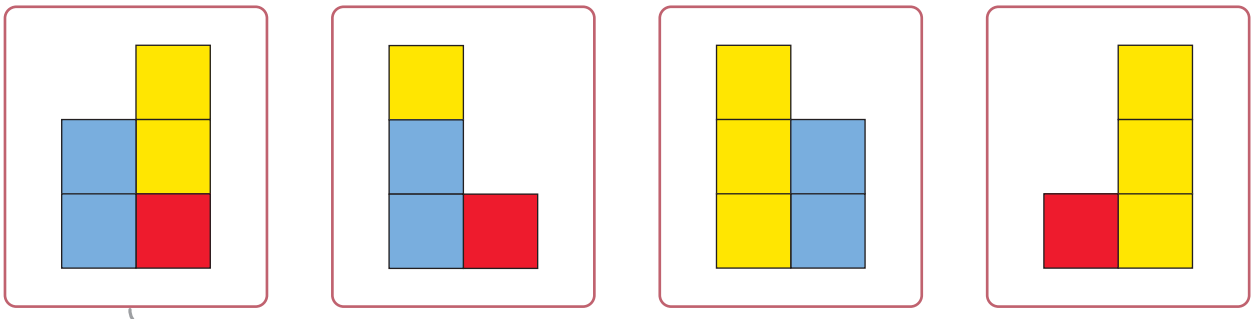
1 Zähle und trage die Anzahl der Körper in die Tabelle ein.

Körper				
Anzahl				

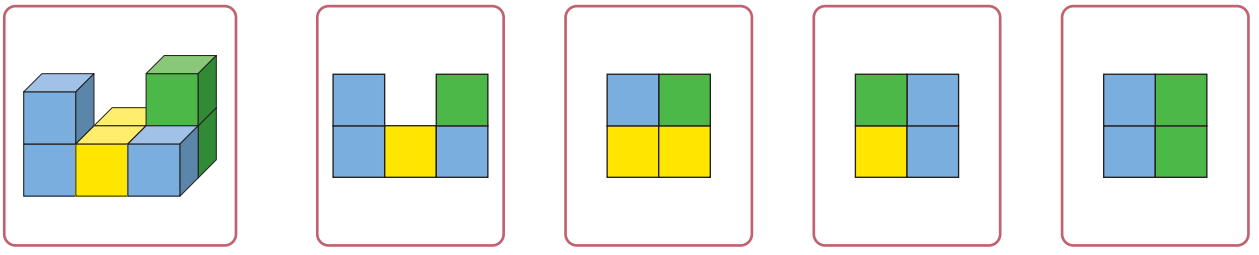
2 Knete die Körper.

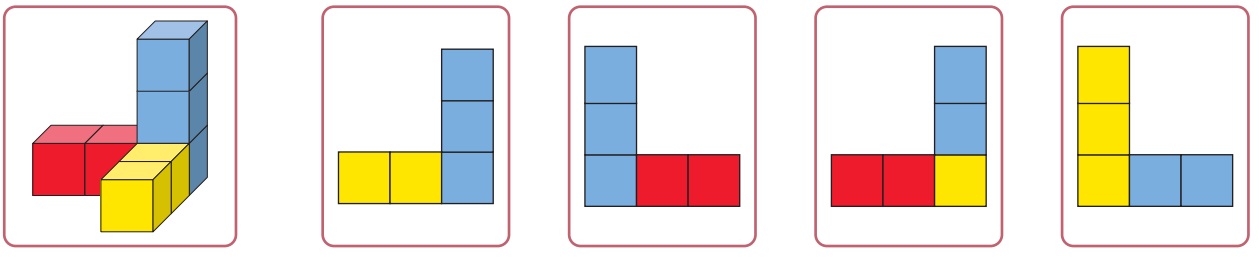


1 Alle sehen das Würfelgebäude von einer anderen Seite. Verbinde.

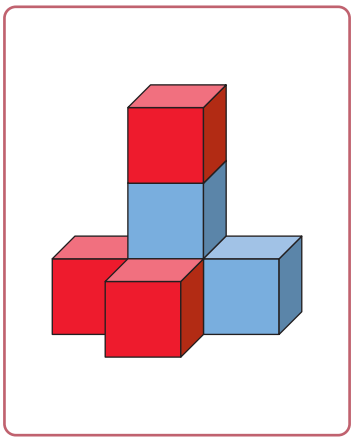


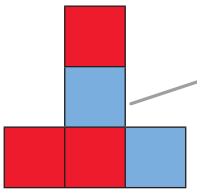
2 Welche Seitenansicht passt nicht zum Gebäude? Streiche durch.

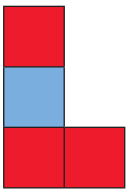




1 Von welcher Seite sieht das Gebäude so aus? Verbinde.





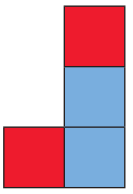


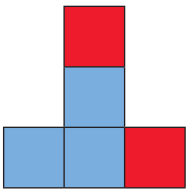
von vorn

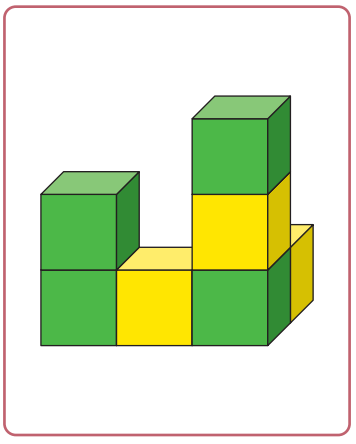
von hinten

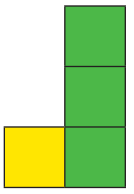
von links

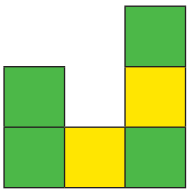
von rechts









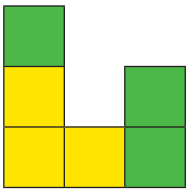


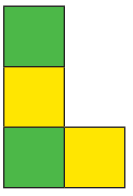
von vorn

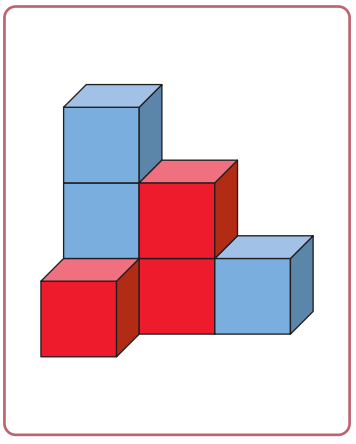
von hinten

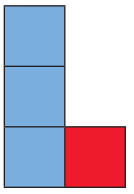
von links

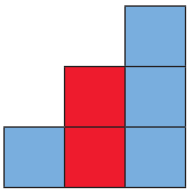
von rechts











von vorn

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von links

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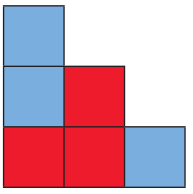
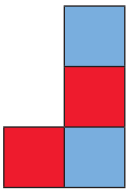
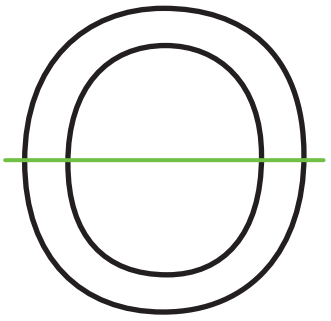




1 Prüfe mit einem Spiegel, ob die Linien Spiegelachsen sind.
Markiere mit ✓ (richtig) oder ✘ (falsch).



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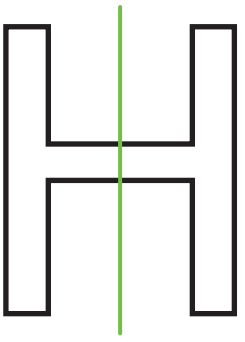

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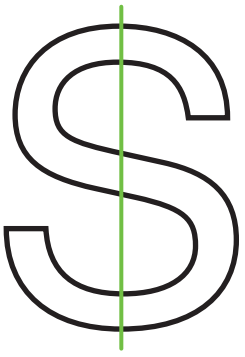

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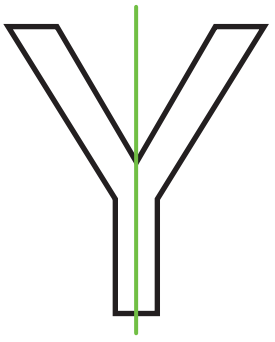

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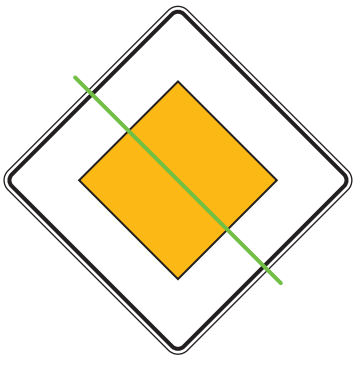

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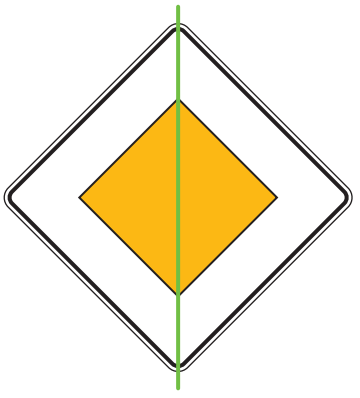

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