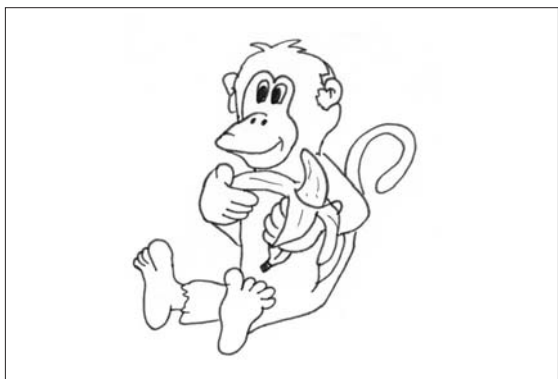
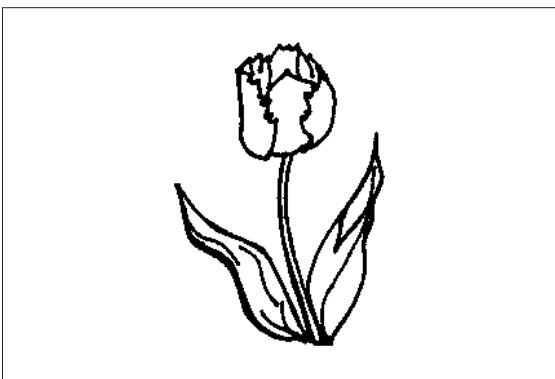
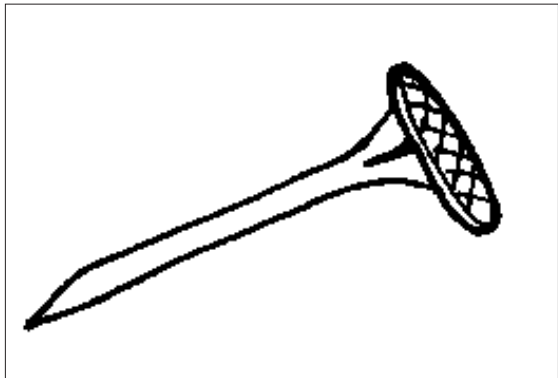
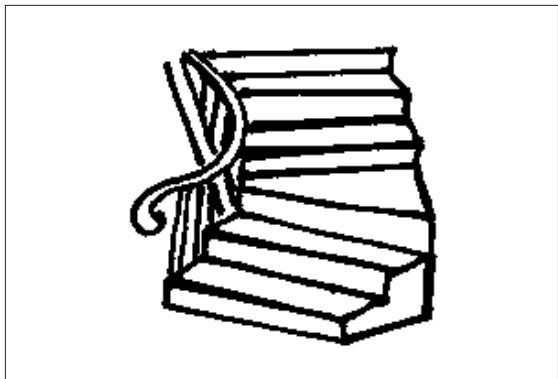
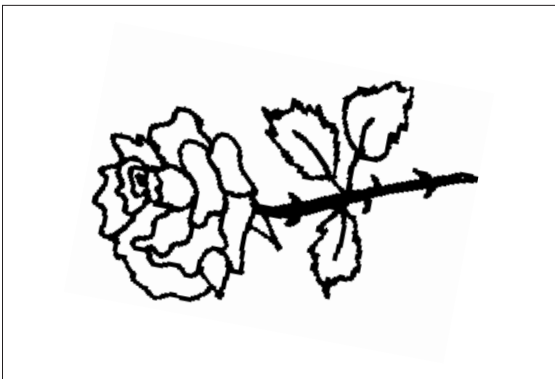
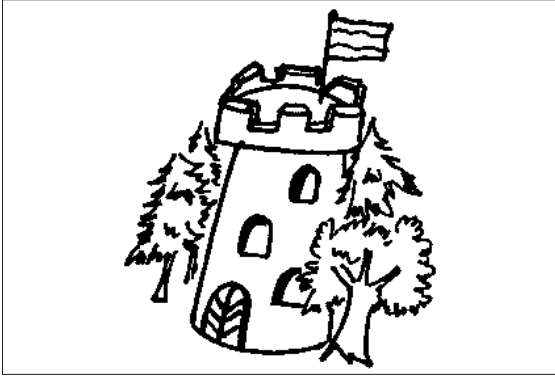
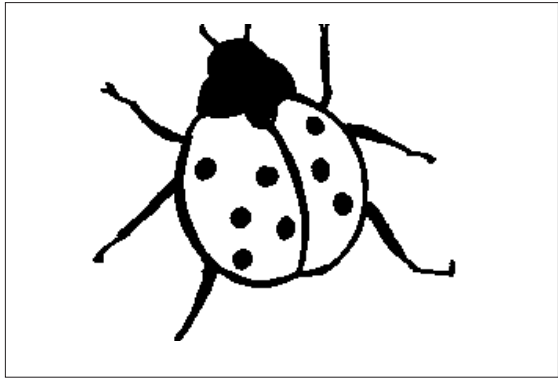
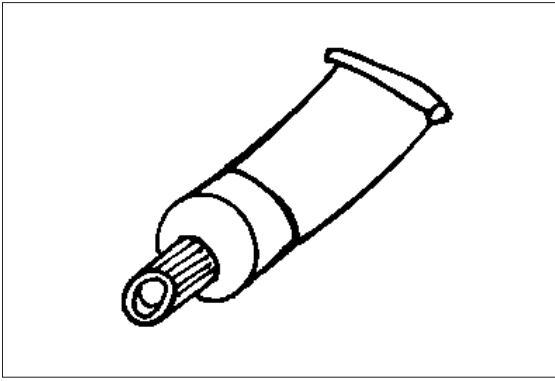
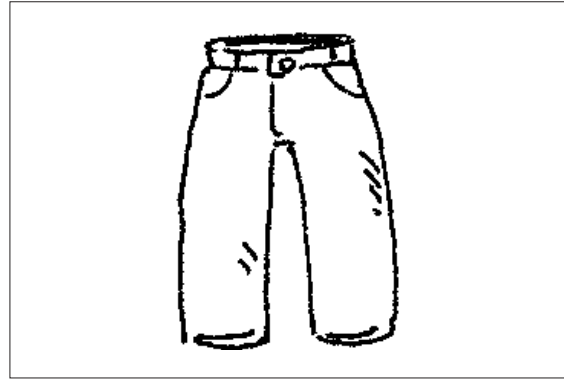
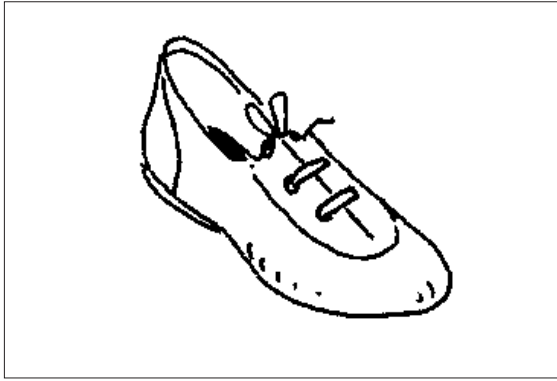
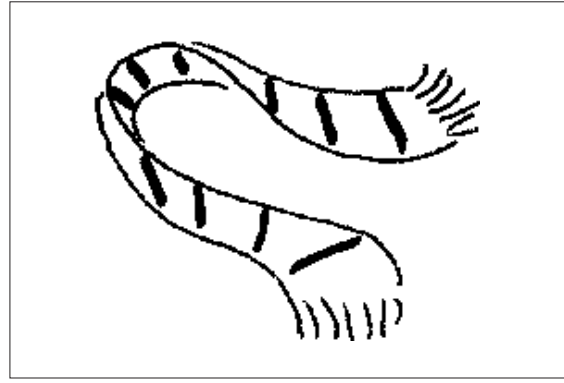
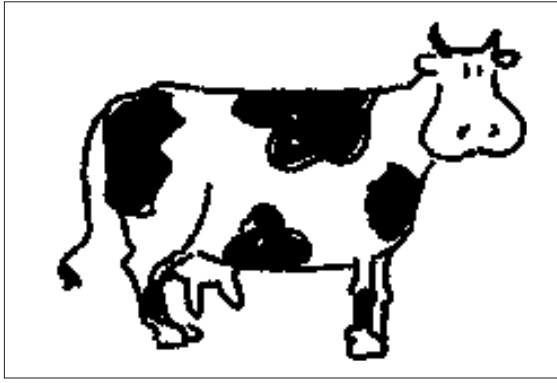


Memory optisches Gedächtnis

Die Karten werden ausgeschnitten und umgedreht. Findet das Kind ein Pärchen (Wort-Bild) darf es sie wegnehmen.

Ziel: alle Pärchen finden





Tube

Käfer

Burg

Puppe

Rose

Brille

Treppe

Nagel

Tulpe

Affe

Kuh

Schale

Schuh

Flasche

Hose