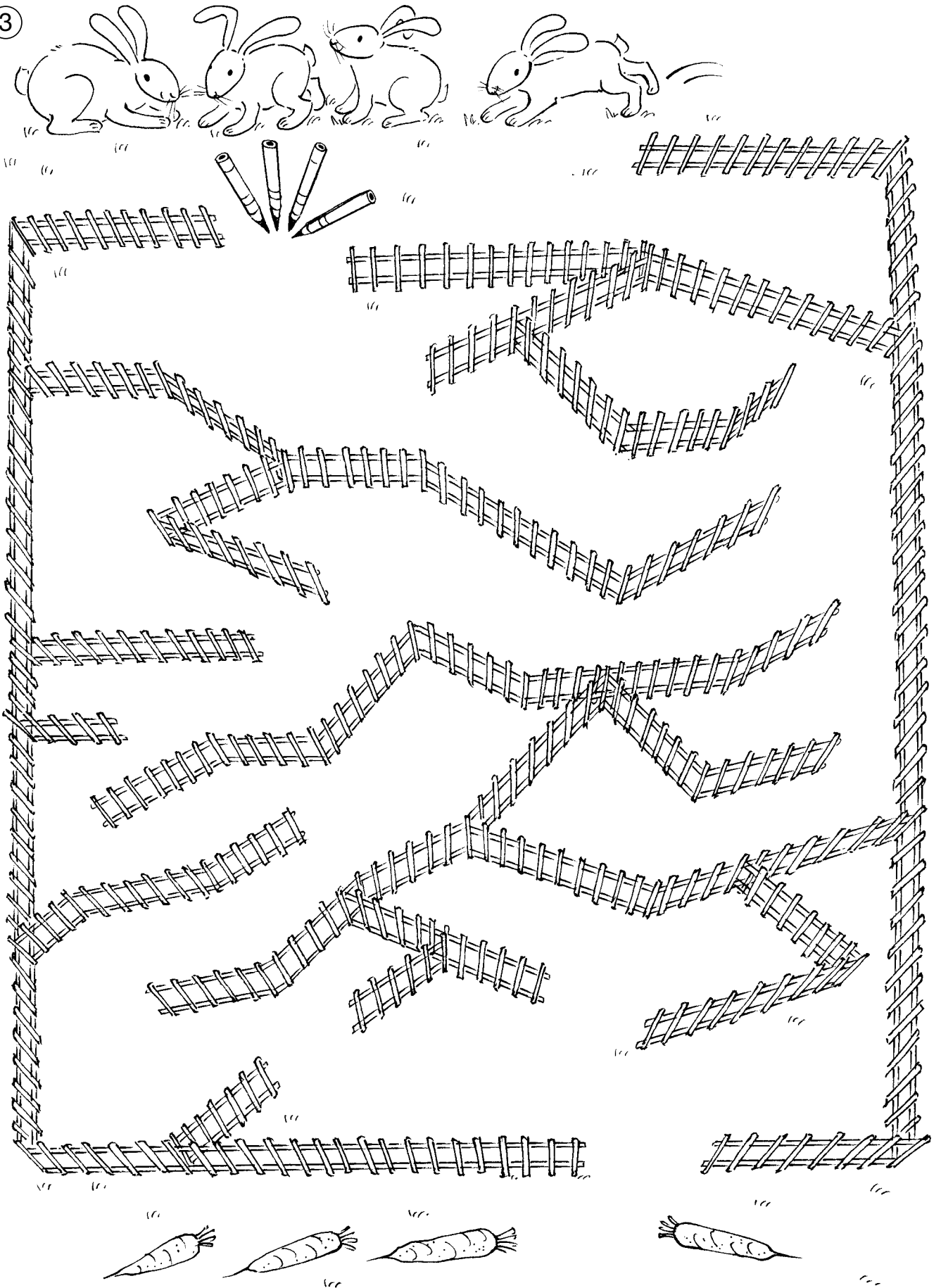


Wege erst mit dem Finger, dann mit Stiften mehrmals nachfahren.

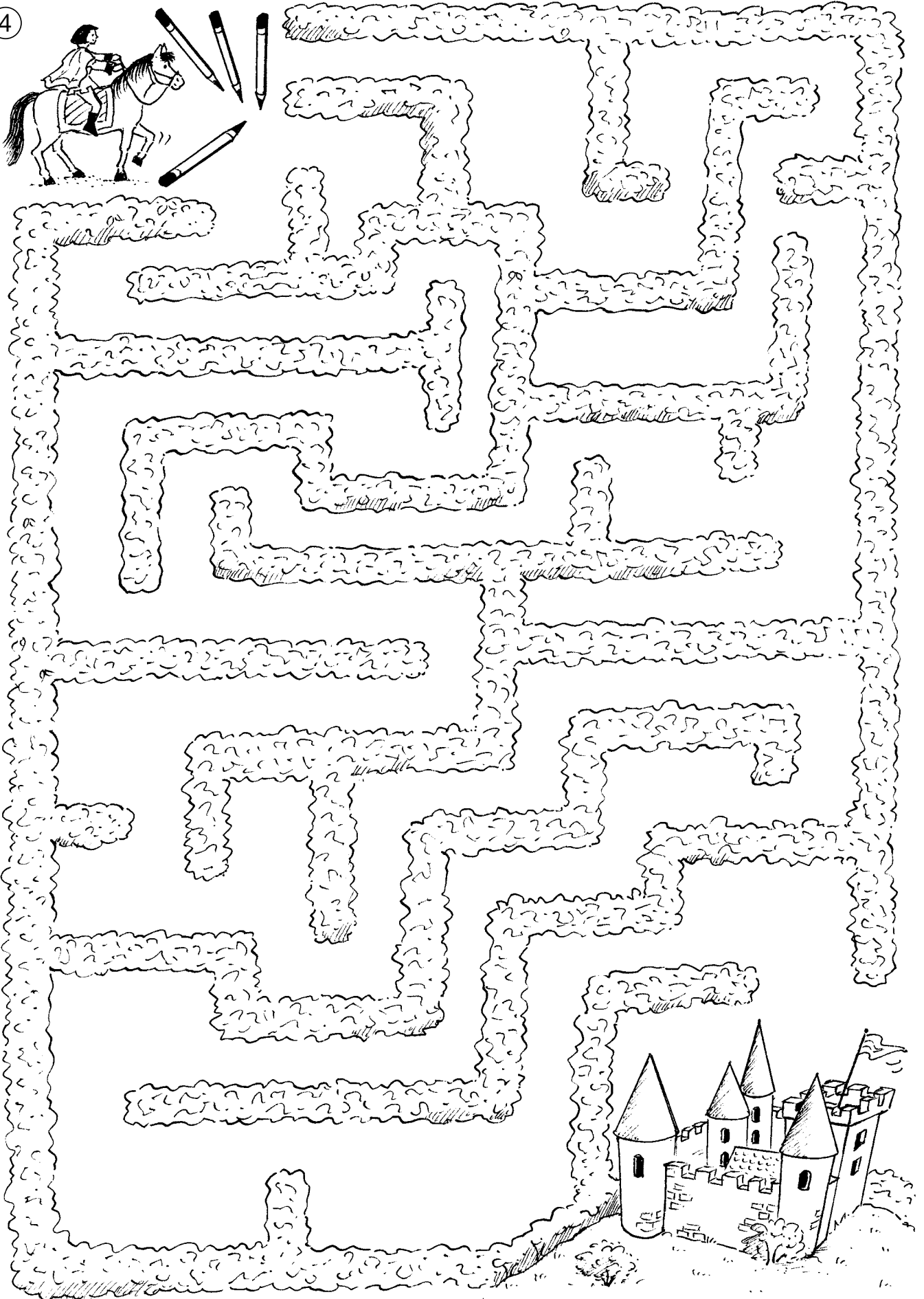
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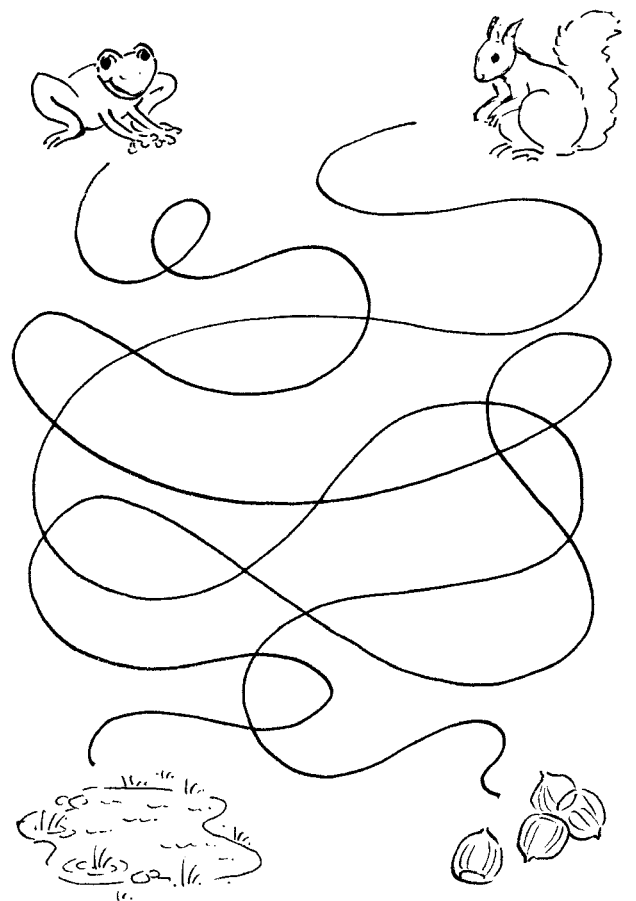
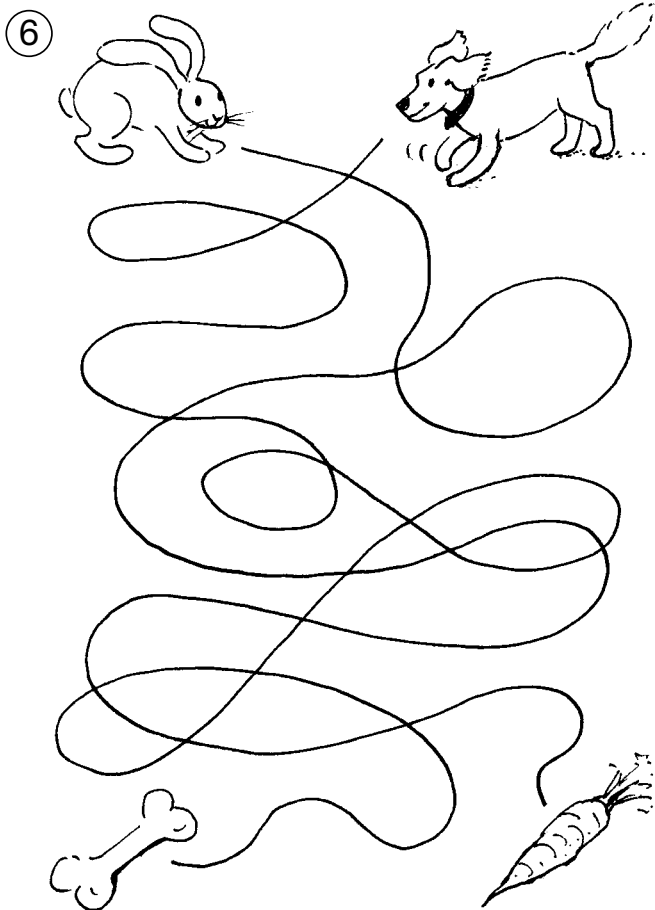
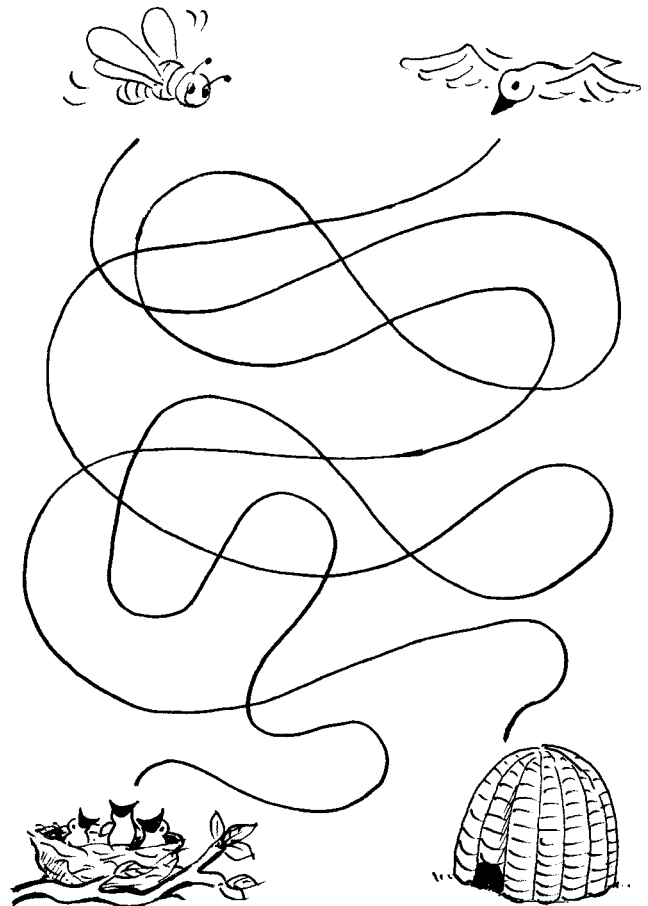
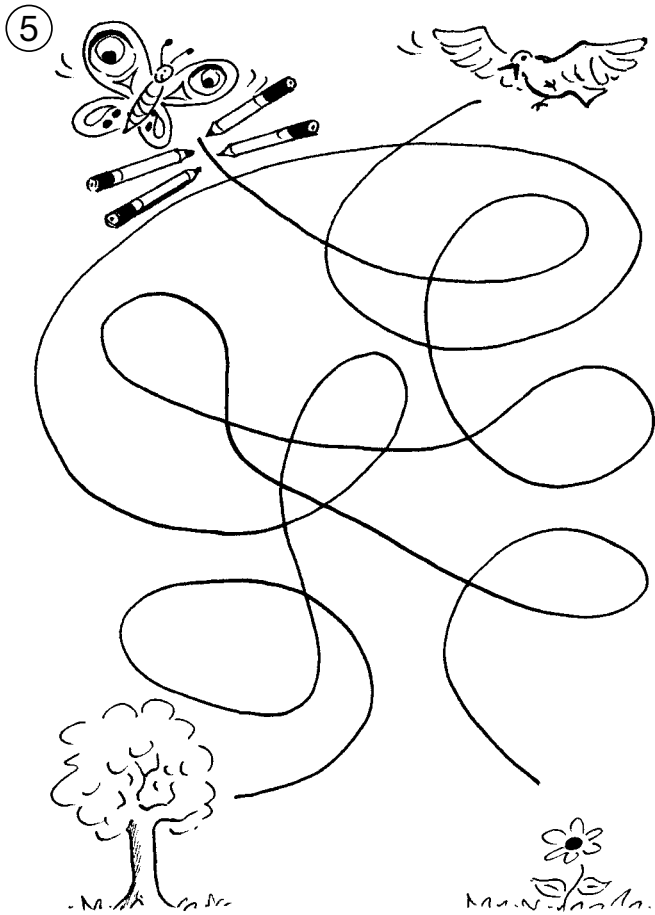


Wege erst mit dem Finger, dann mit Stiften mehrmals nachfahren.

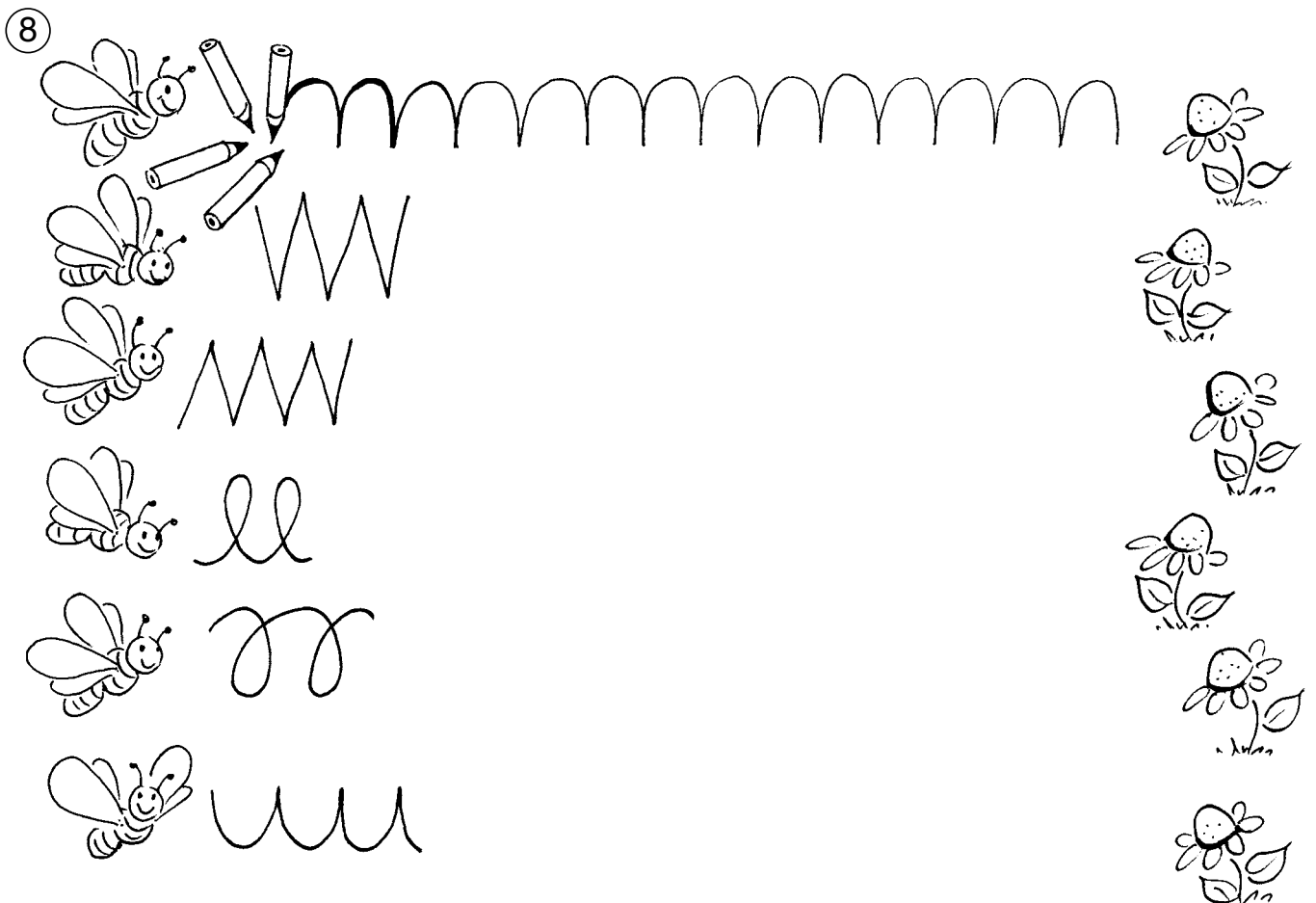
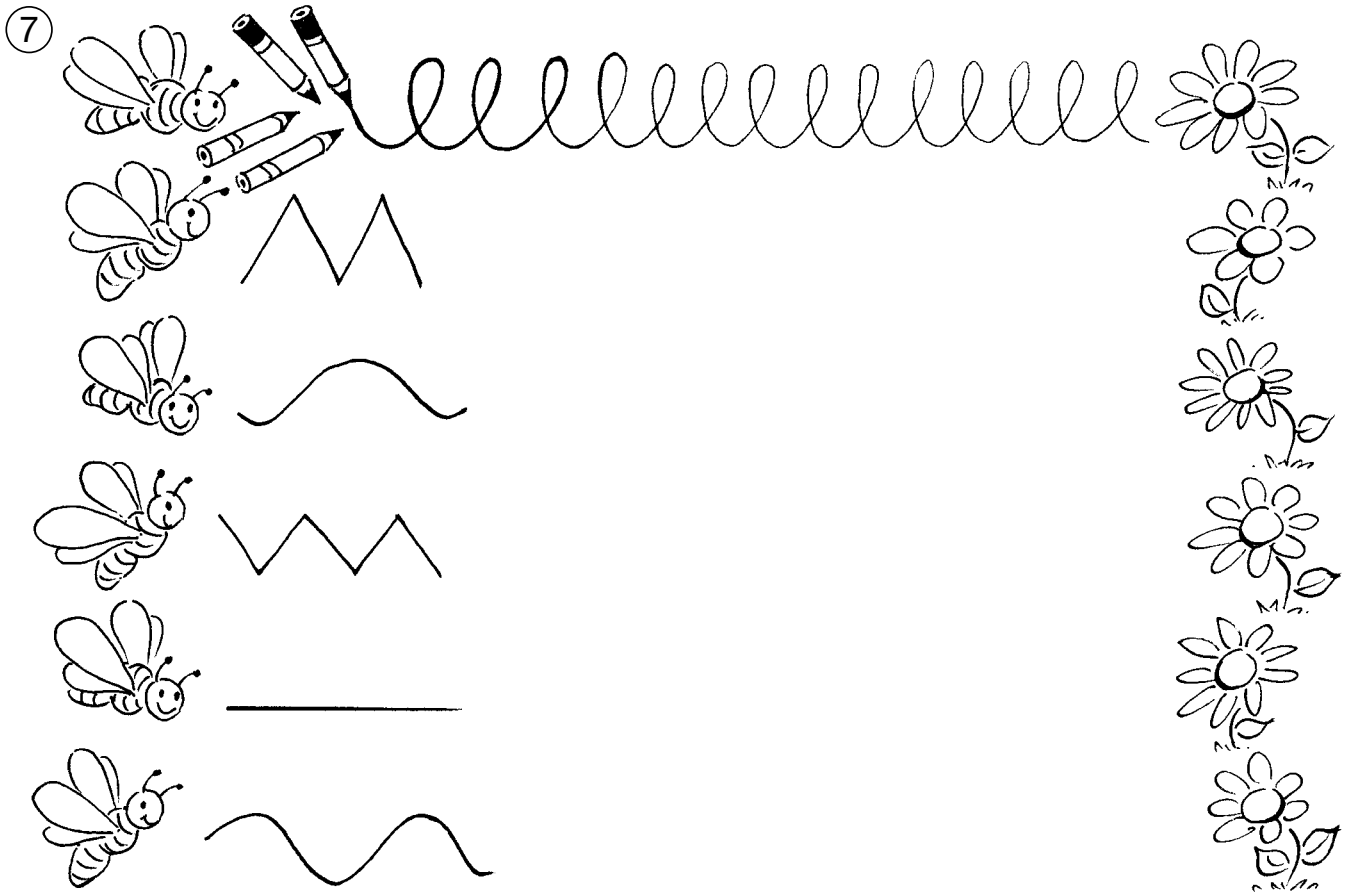
4



Einen Weg finden. Mehrmals mit Finger und Stift nachspuren.

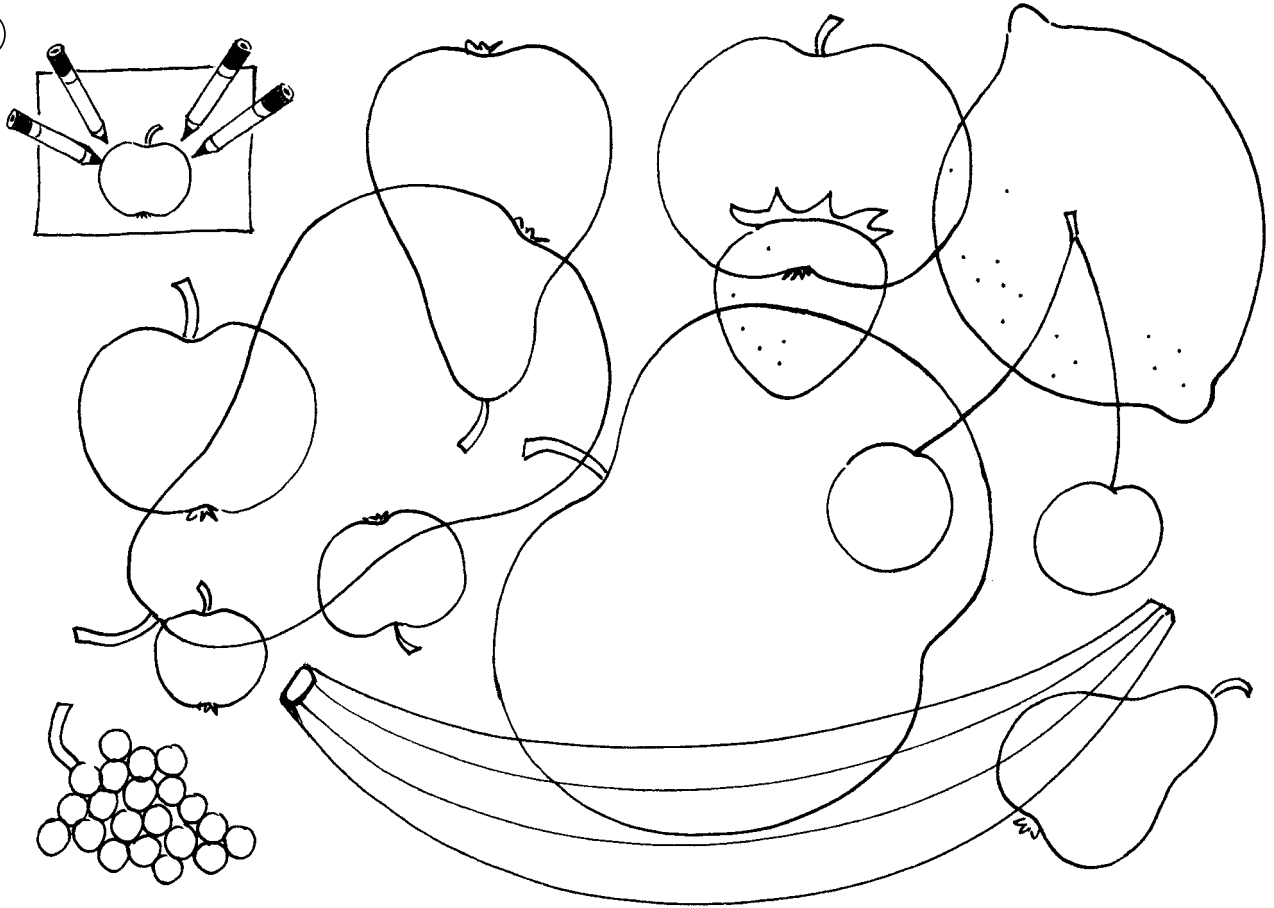


Spuren erst mit dem Finger, dann mit Stiften mehrmals nachfahren.

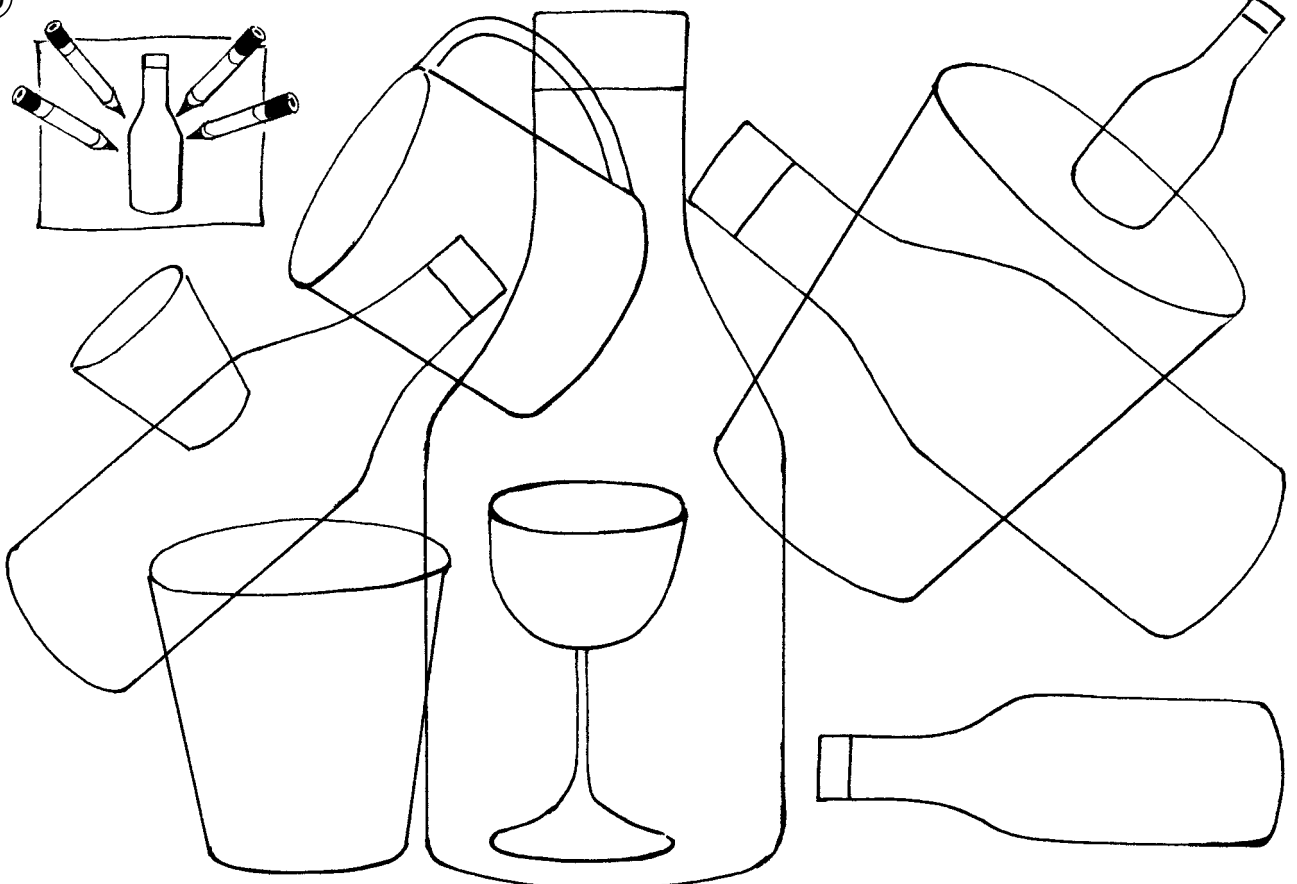


Spuren erst mit dem Finger, dann mit Stiften mehrmals nachfahren.

9

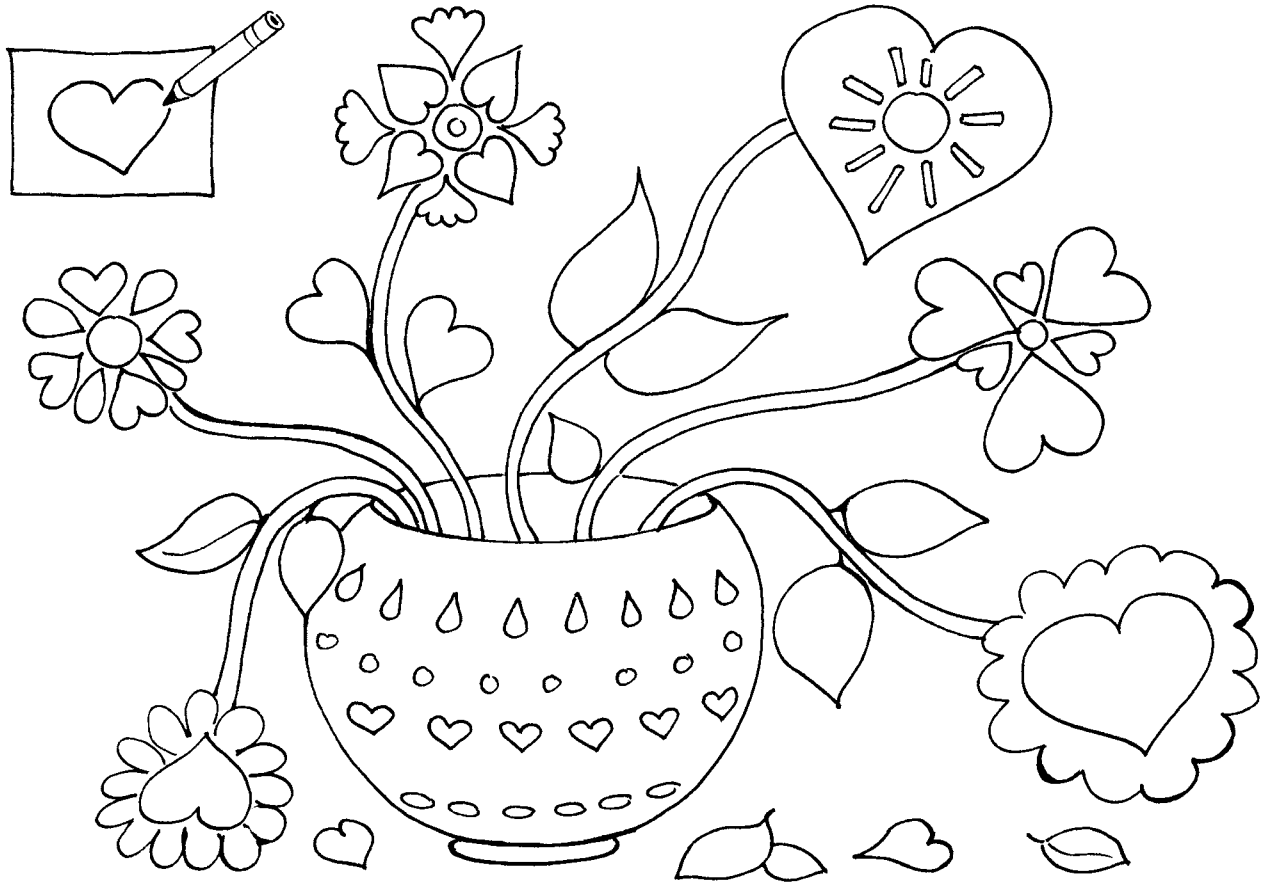


10



Äpfel und Flaschen finden und anmalen.

11



12

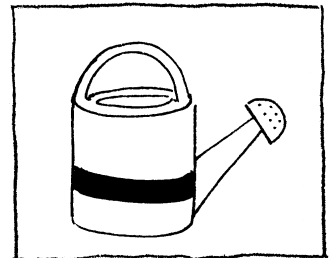
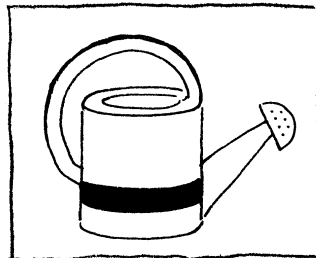
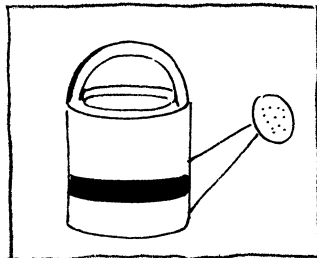
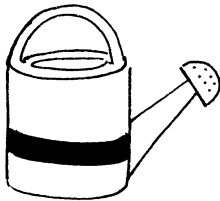
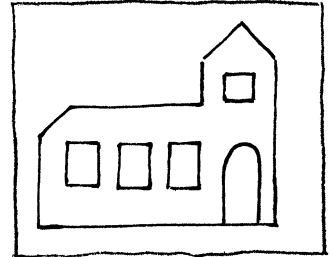
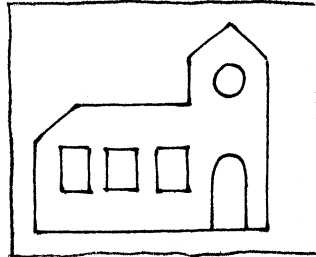
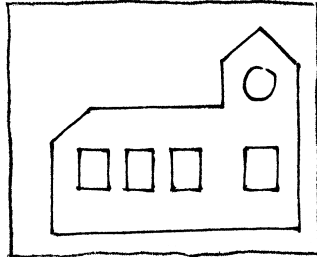
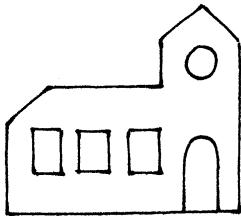
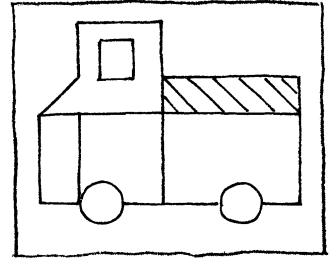
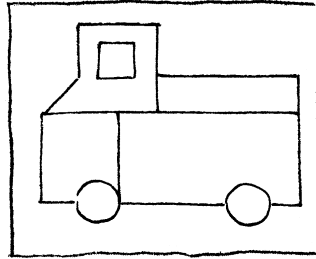
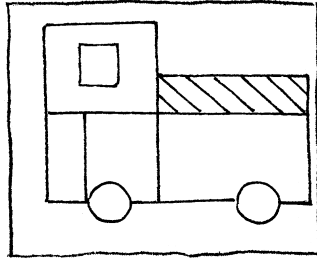
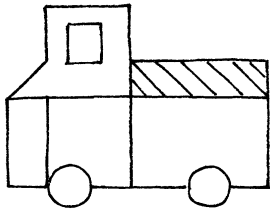


Herzen und Dreiecke finden und anmalen.

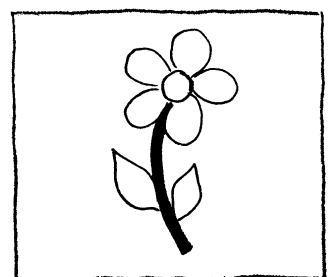
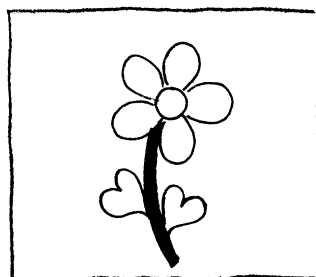
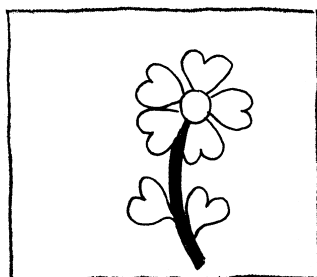
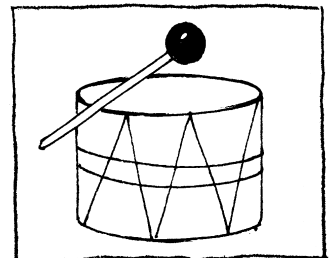
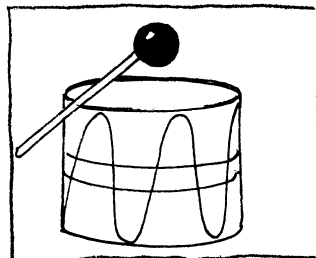
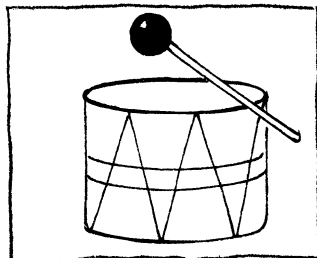
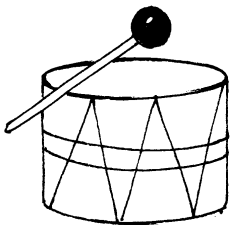
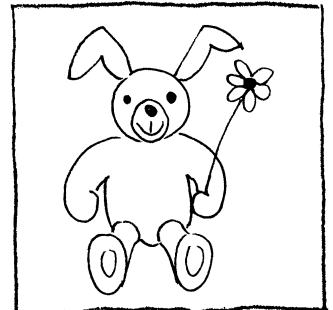
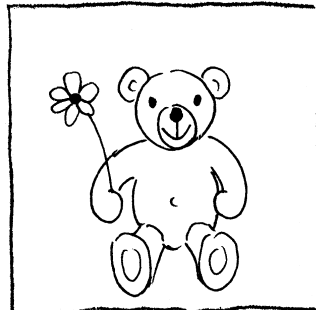
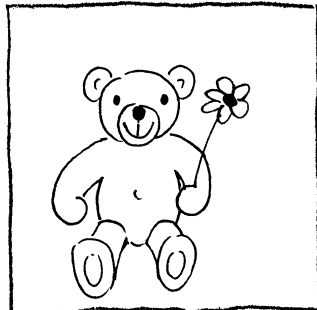
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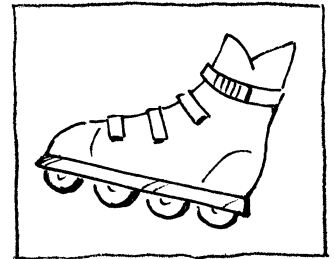
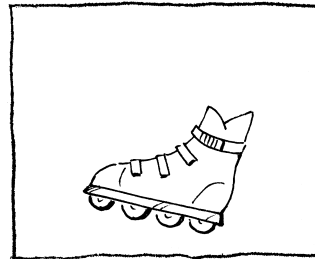
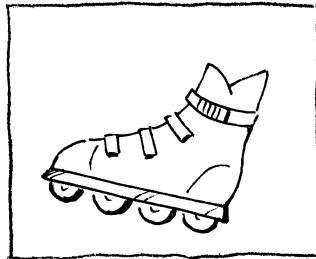
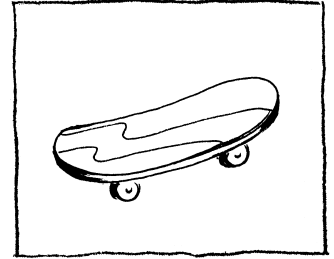
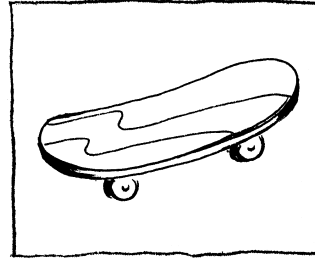
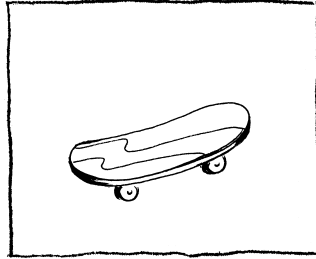
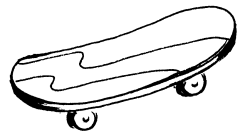
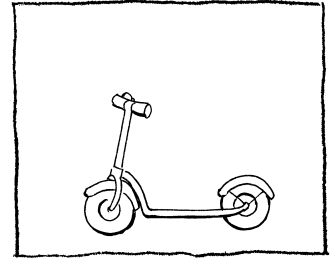
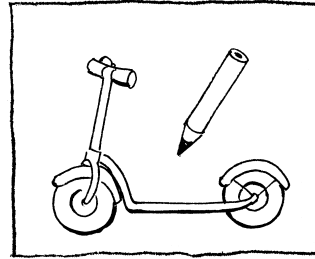
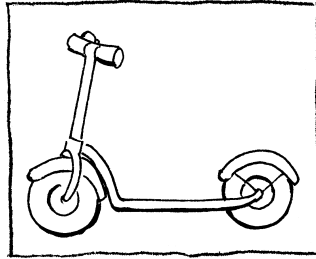
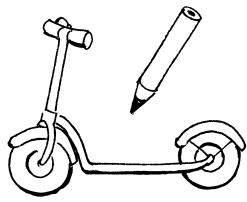


Gleiche Figuren anmalen.

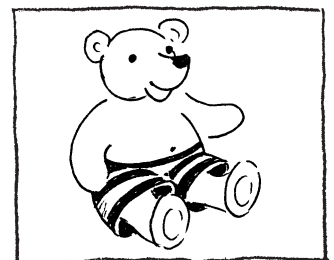
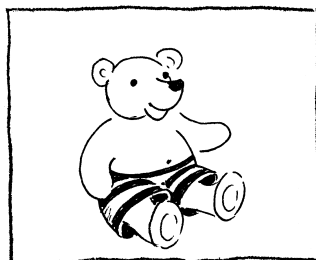
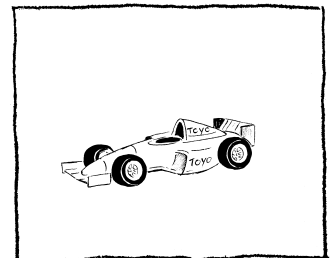
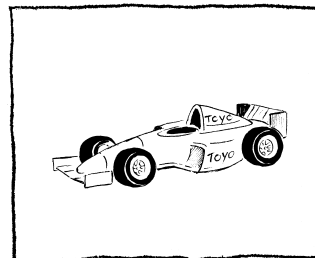
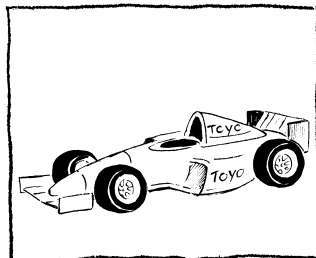
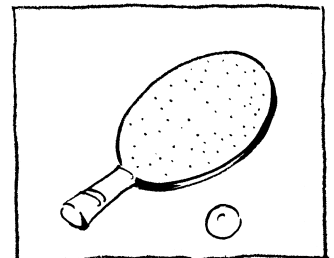
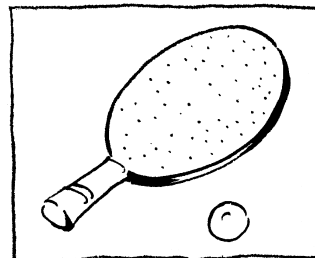
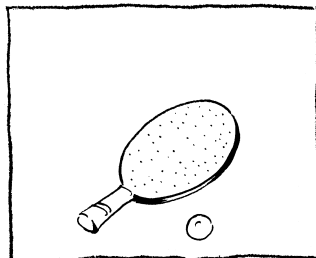
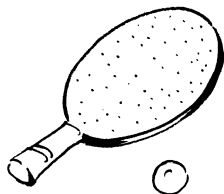


Paare Wahrnehmungskonstanz

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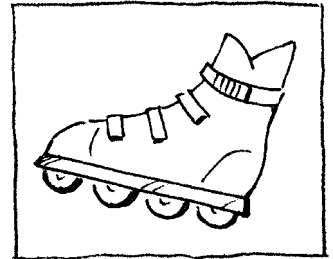
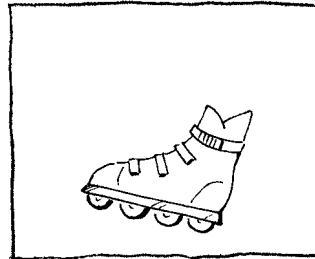
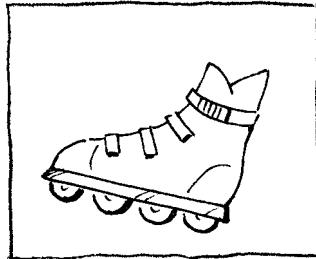
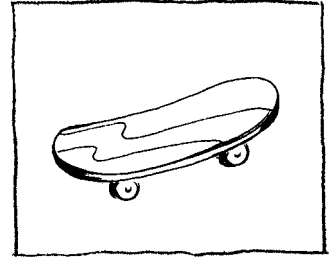
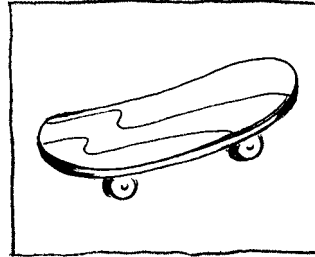
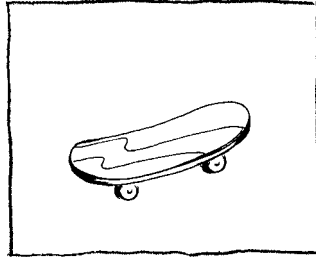
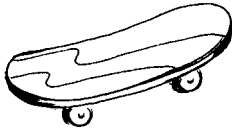
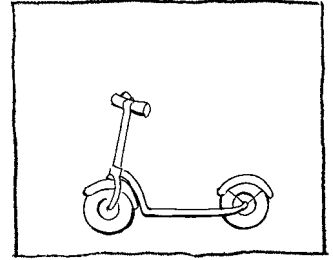
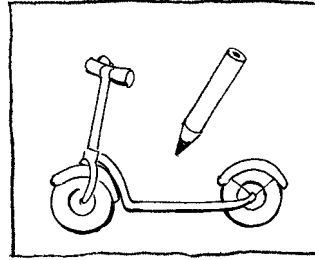
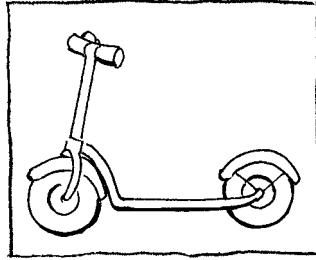
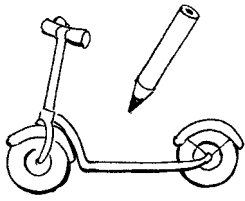
14



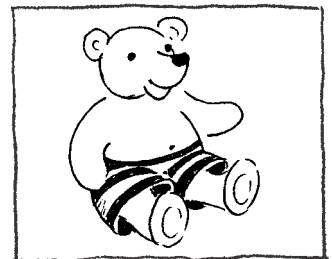
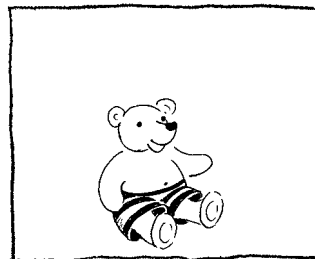
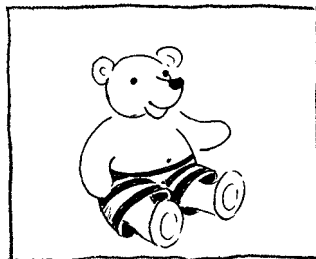
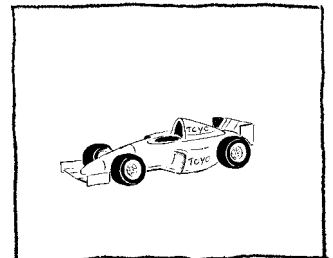
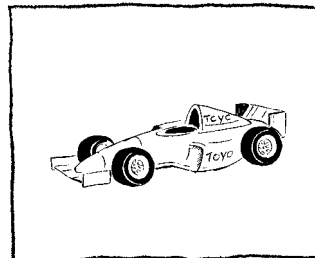
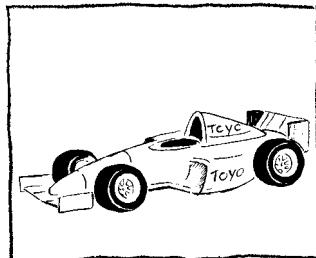
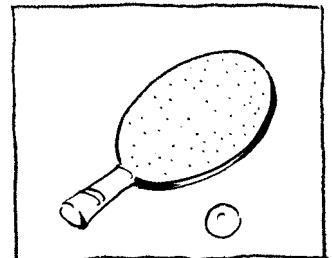
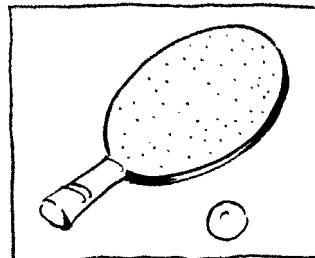
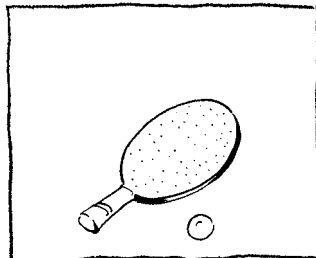
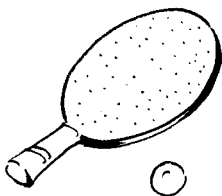
Gleich große Figuren anmalen.

# Wege Auge-Hand-Koordination

13



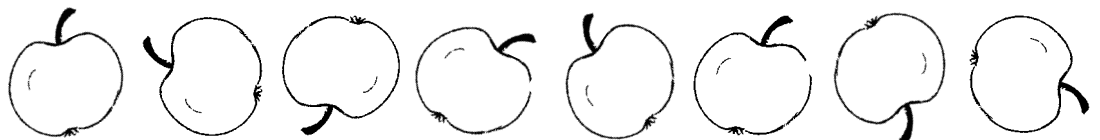
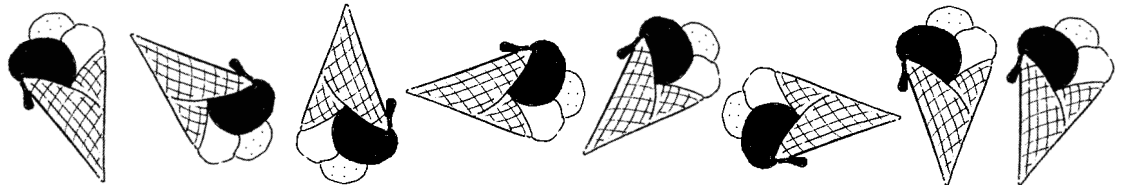
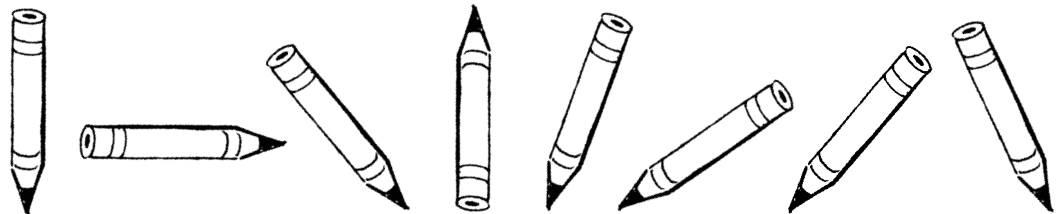
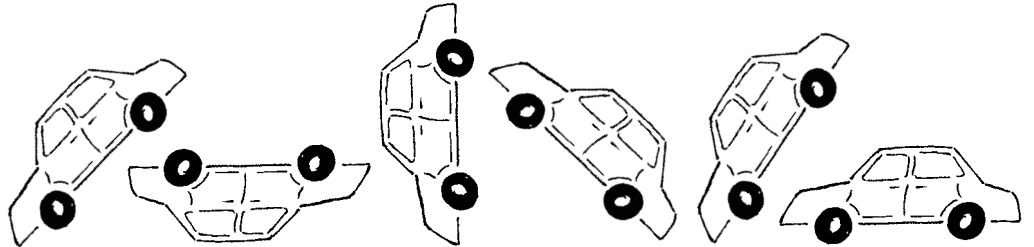
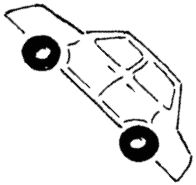
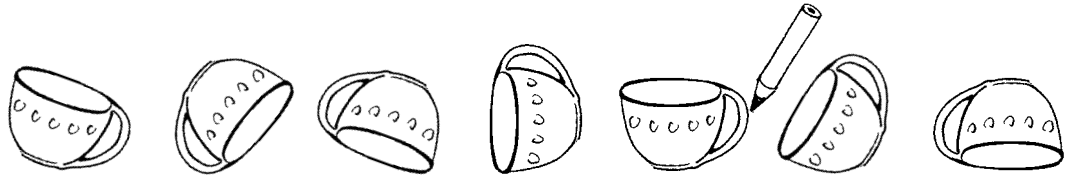
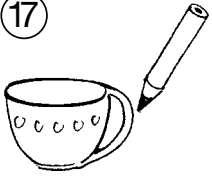
14



Gleich große Figuren anmalen.

Paare Wahrnehmung der Raumlage

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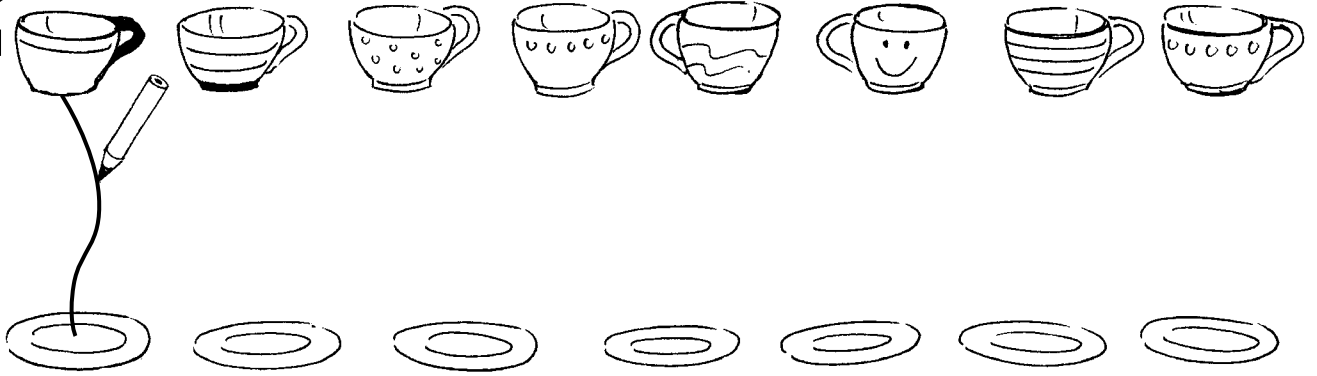


Figuren in der gleichen Lage anmalen.

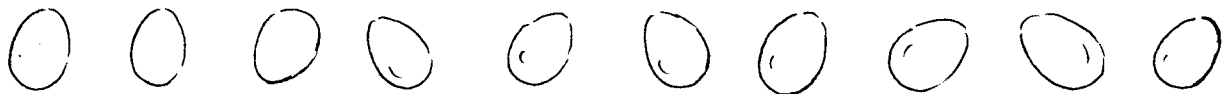
# Vergleichen Eins-zu-Eins-Zuordnung

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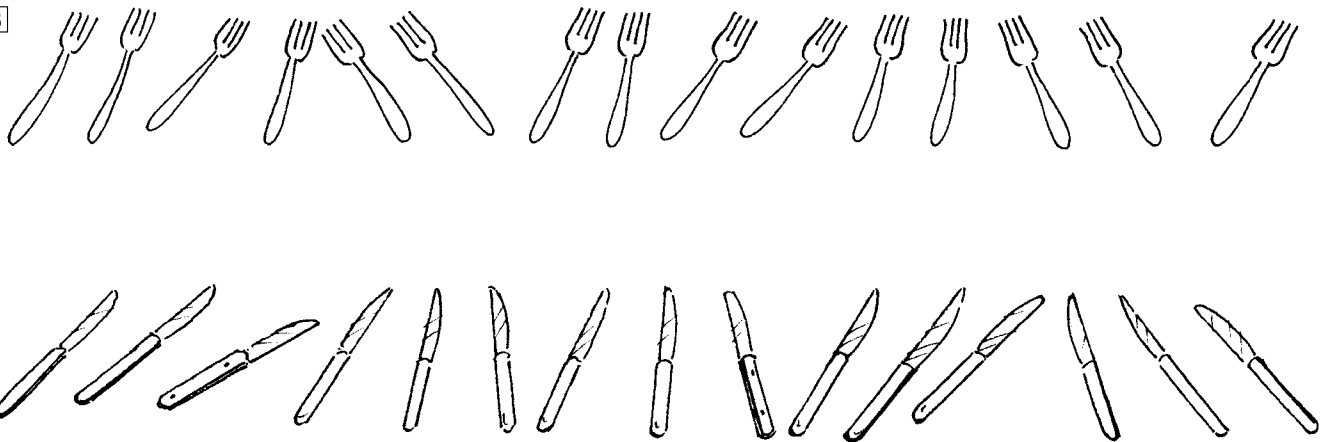
1



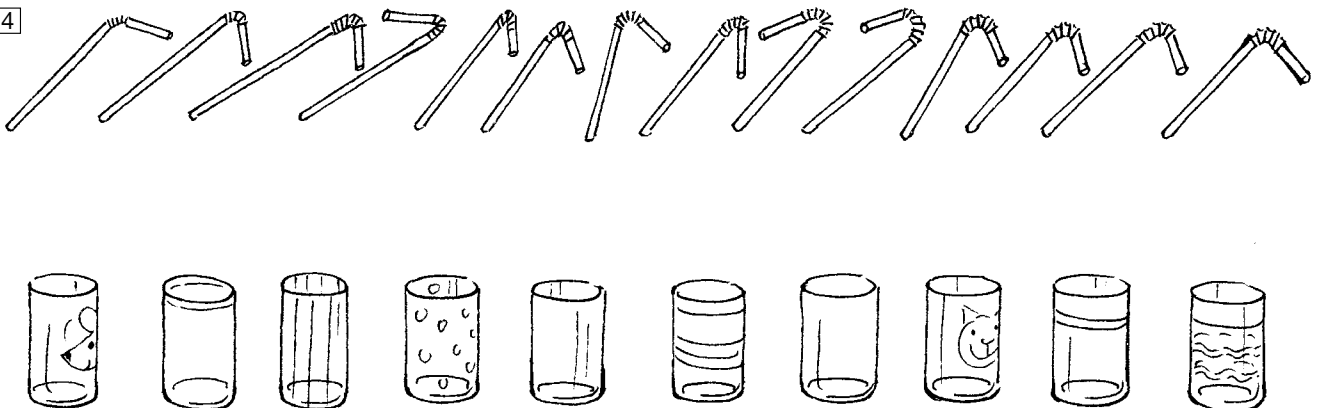
2



3



4



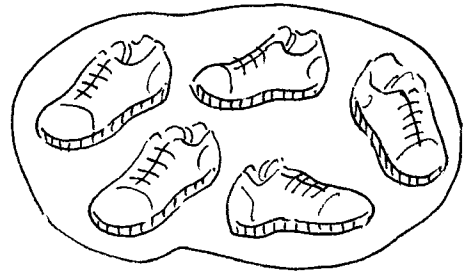
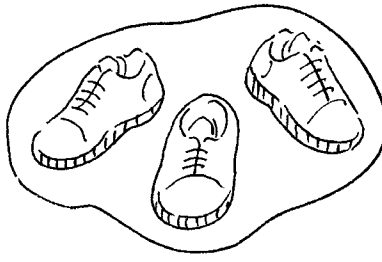
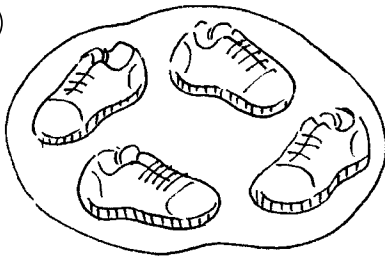
Durch Verbinden feststellen: gleich viel – mehr – weniger

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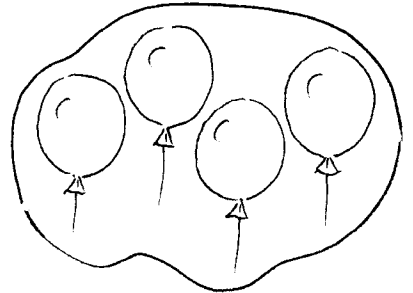
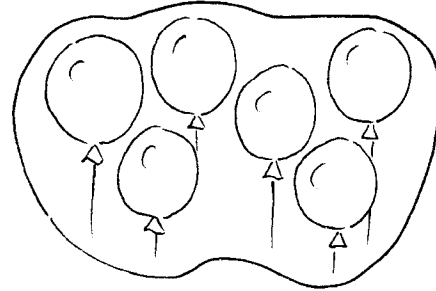
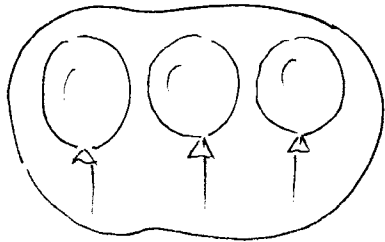
# Anzahlen Mengen vergleichen

19

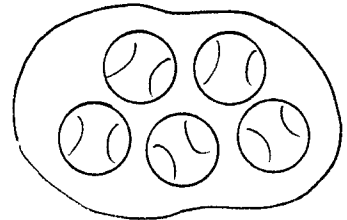
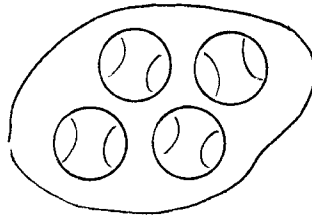
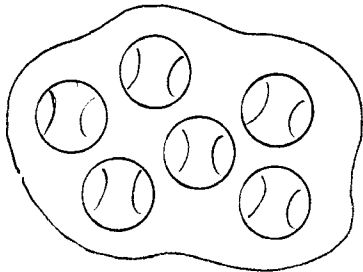
1



2

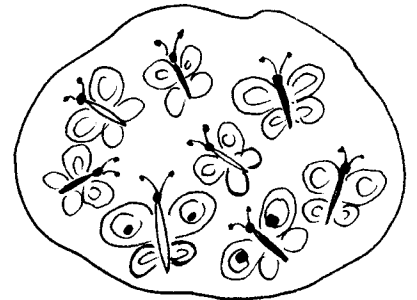
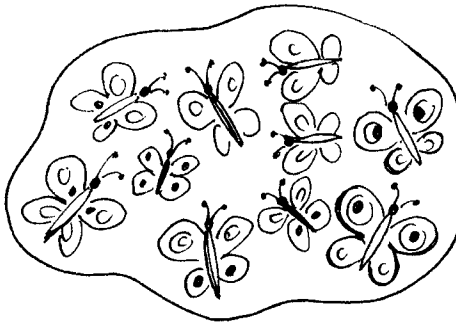
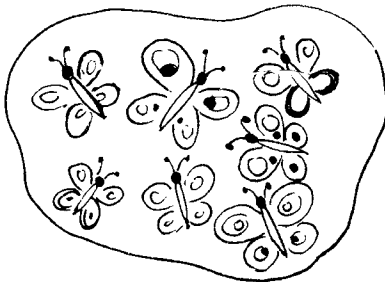


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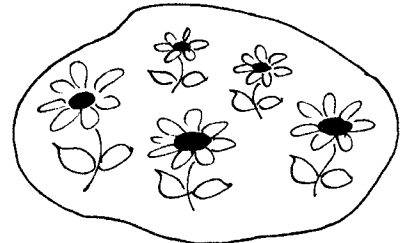
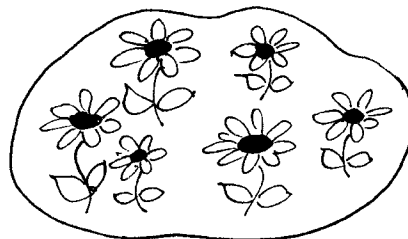
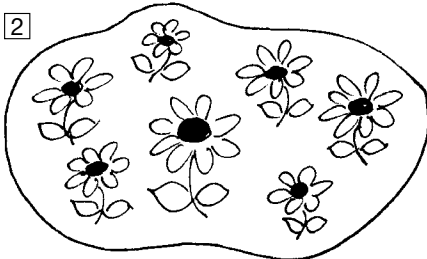


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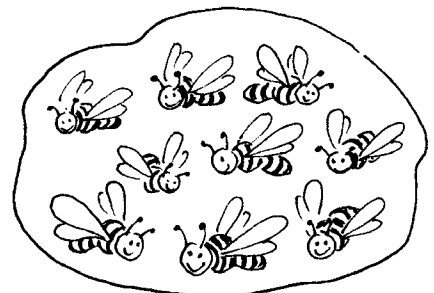
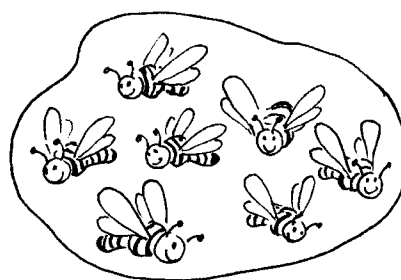
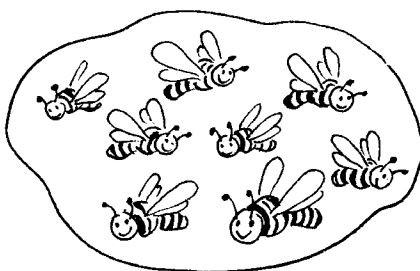
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2

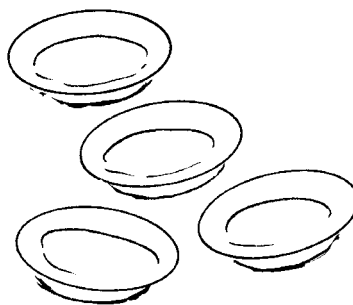
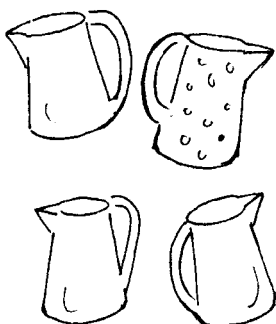
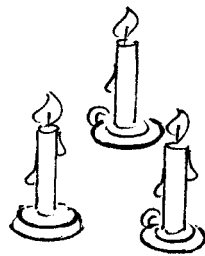
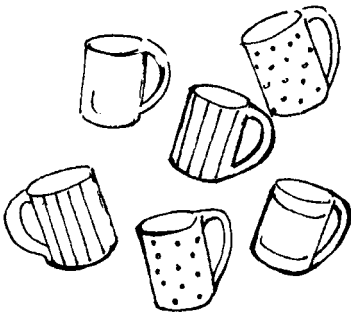
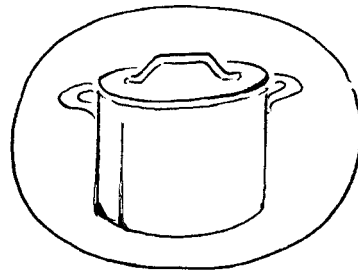
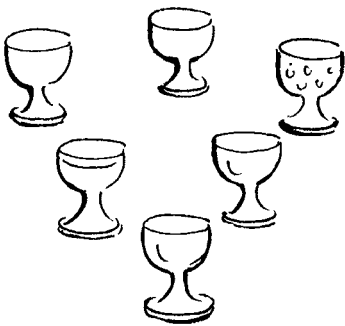
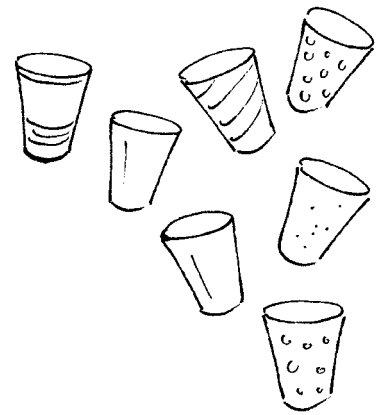
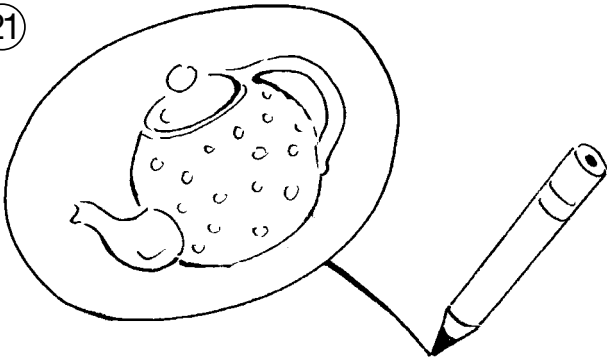


3



Die größte Menge anmalen.

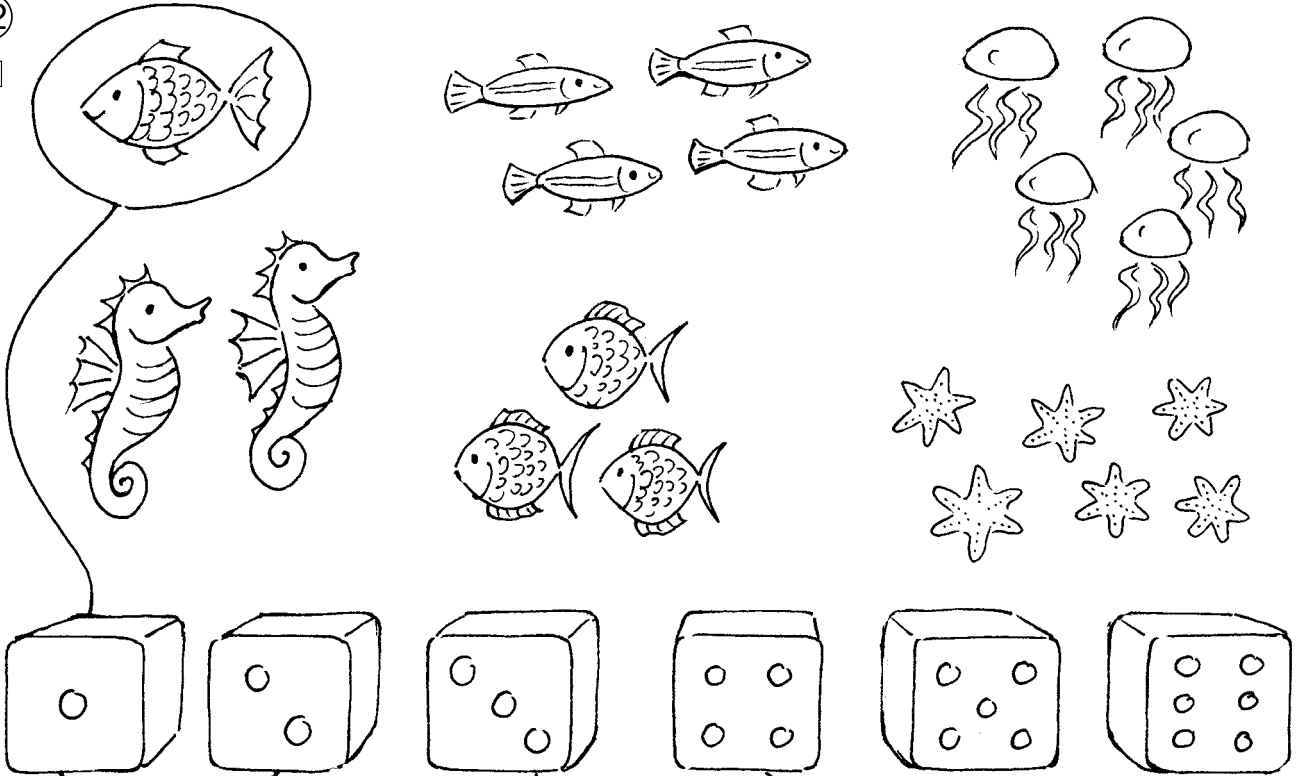
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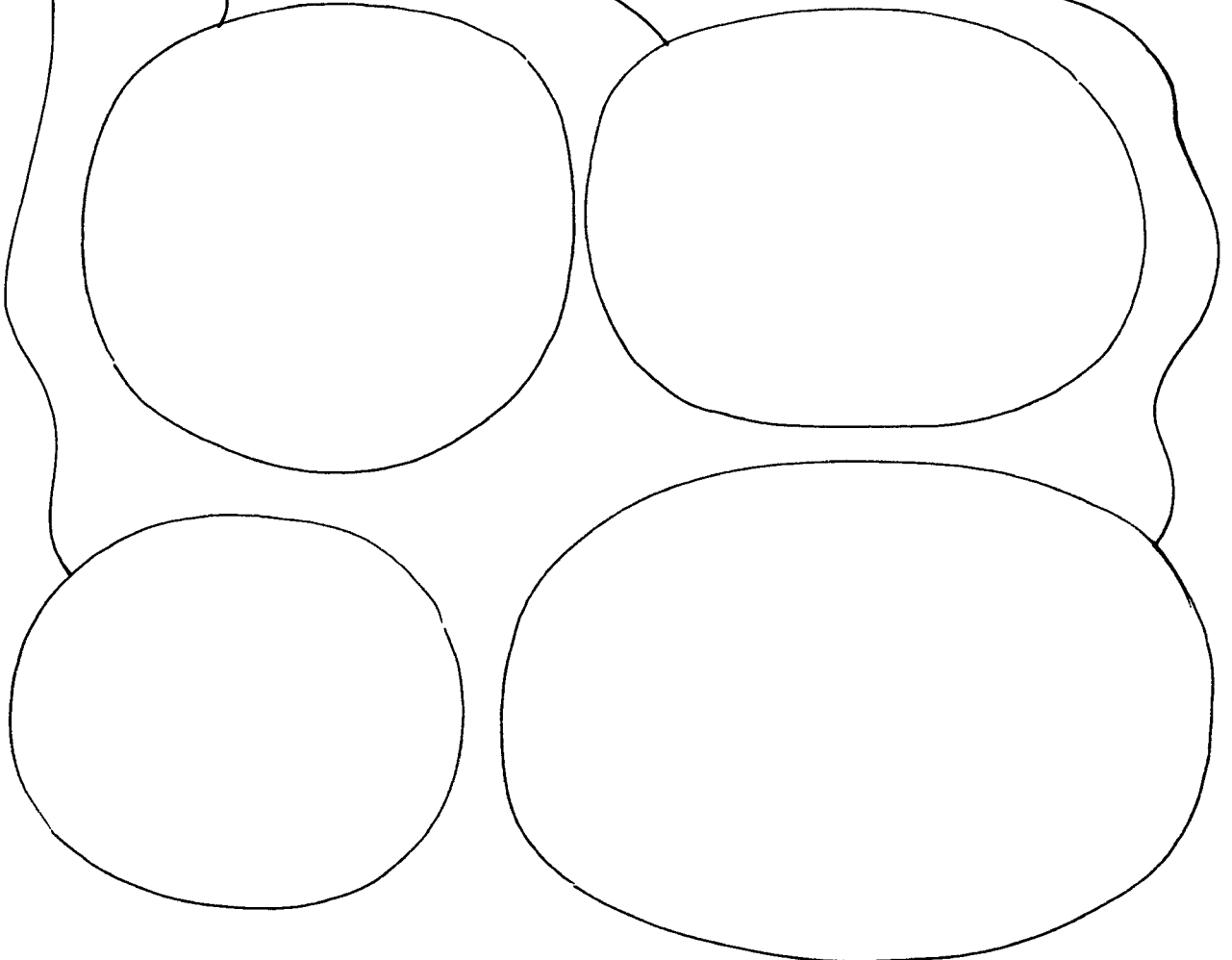
Gleich große Mengen einkreisen, verbinden und anmalen.

22

1



2



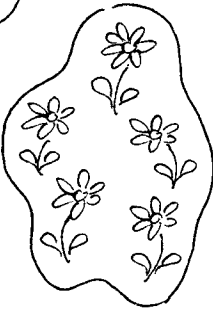
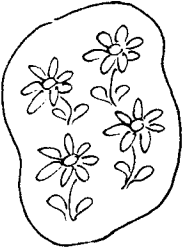
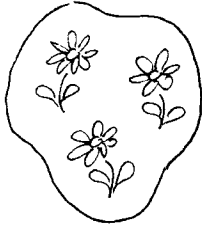
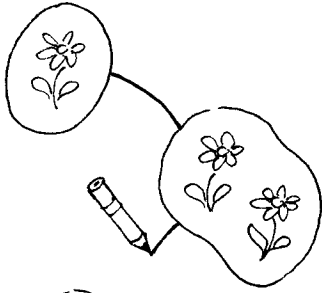
1 Mengen einkreisen und mit den Würfelbildern verbinden.

2 Zu den Würfelbildern Mengen malen.

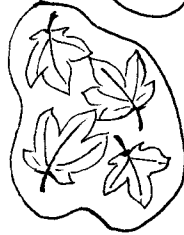
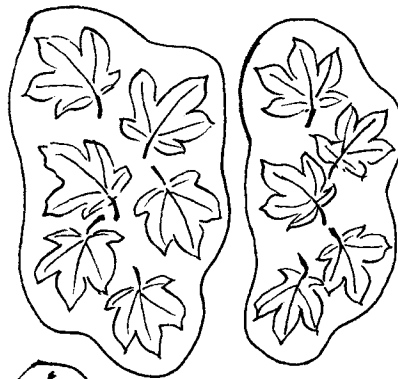


23

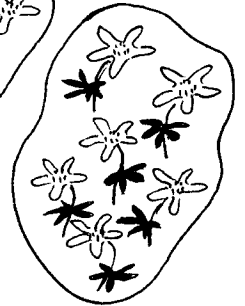
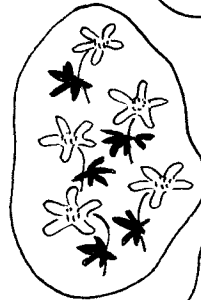
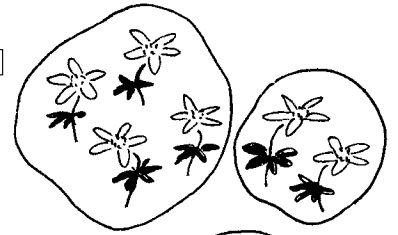
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2

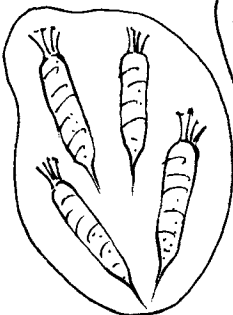
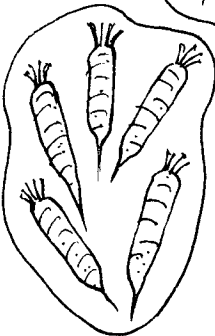
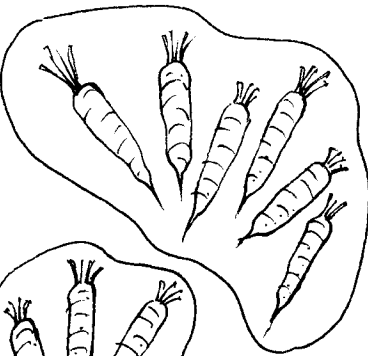


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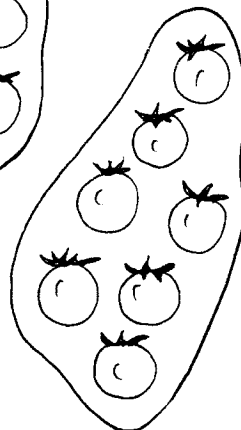
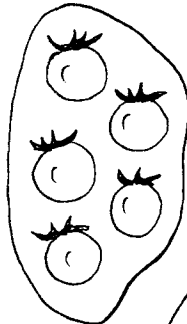
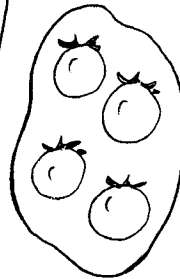
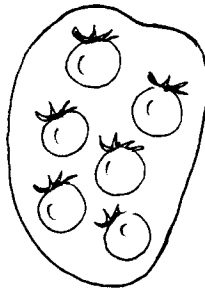


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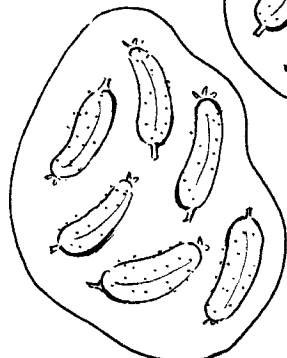
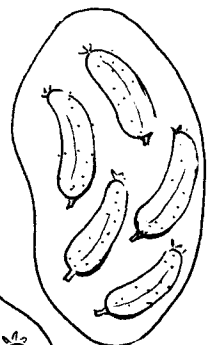
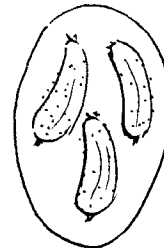
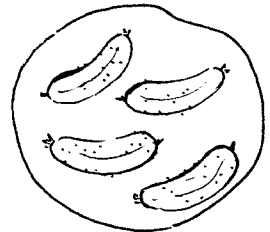
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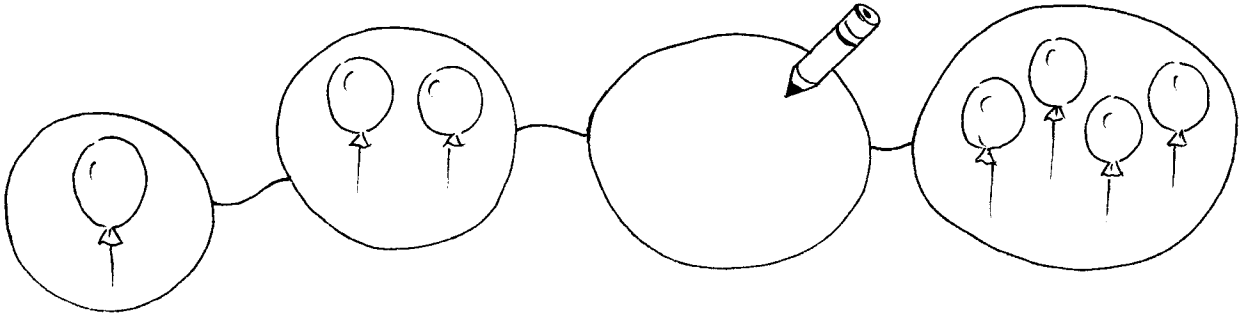
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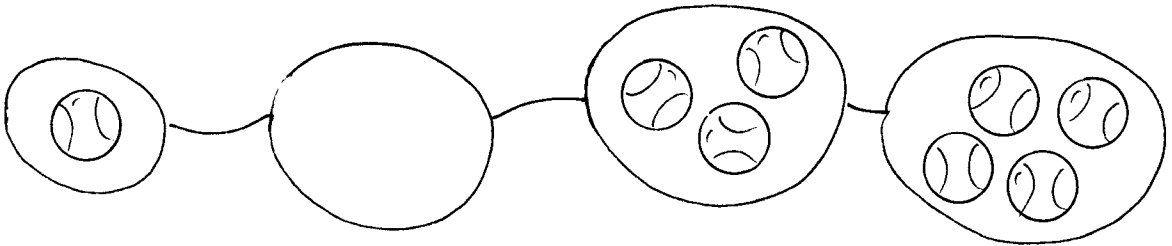
Mengen der Größe nach verbinden.

25

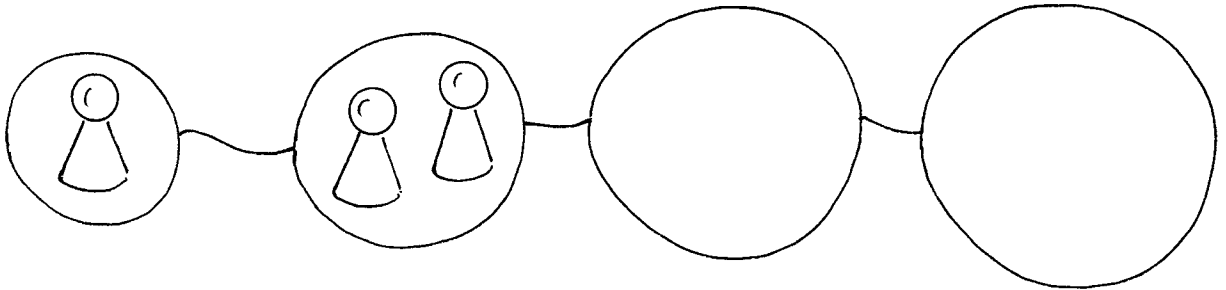
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2

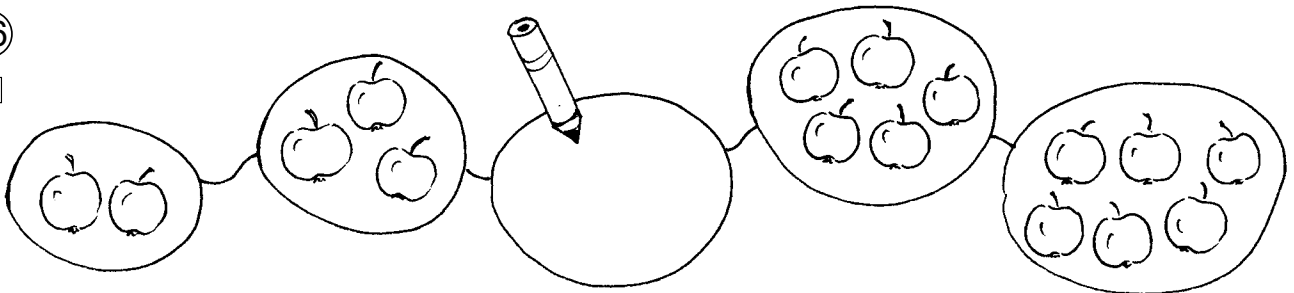


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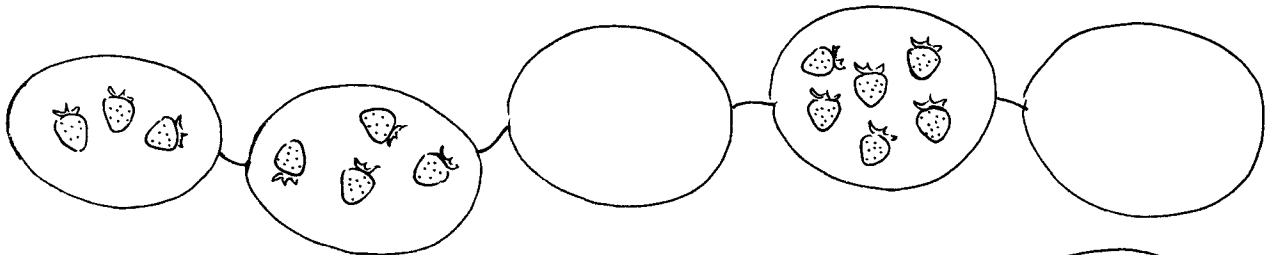


26

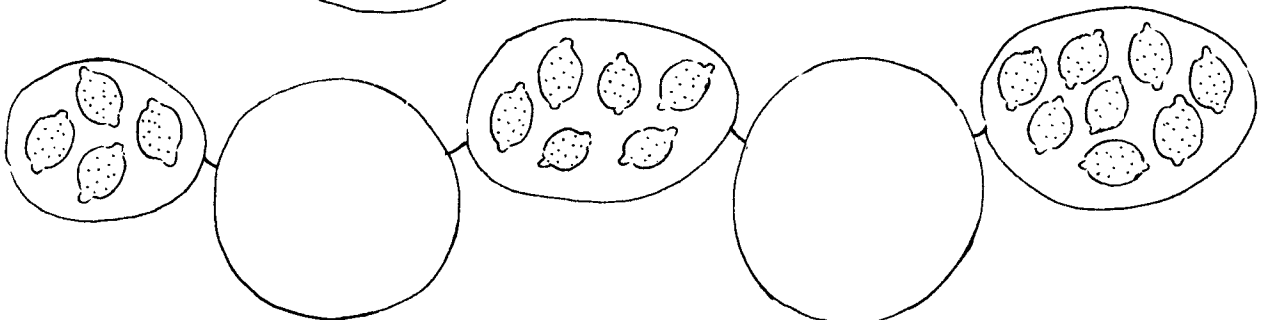
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2



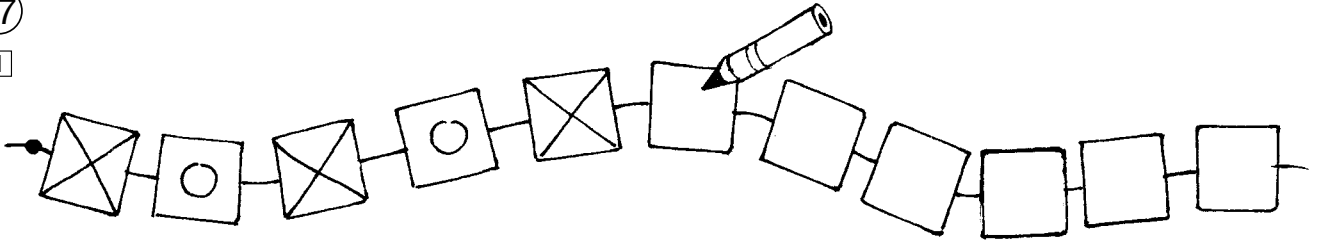
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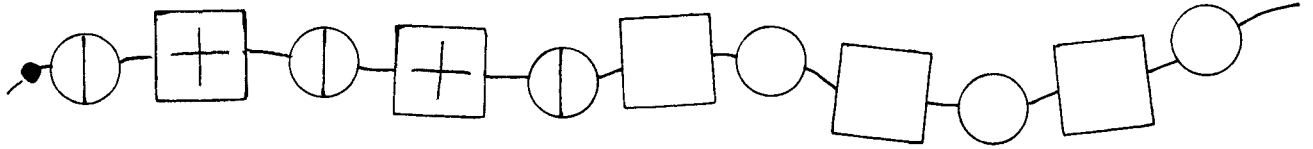
Fehlende Mengen malen.

27

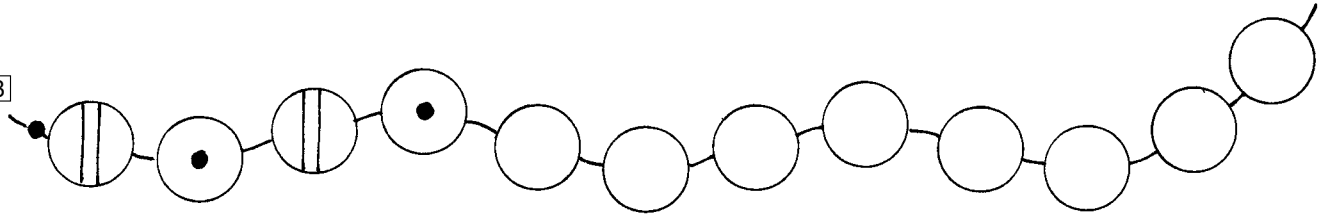
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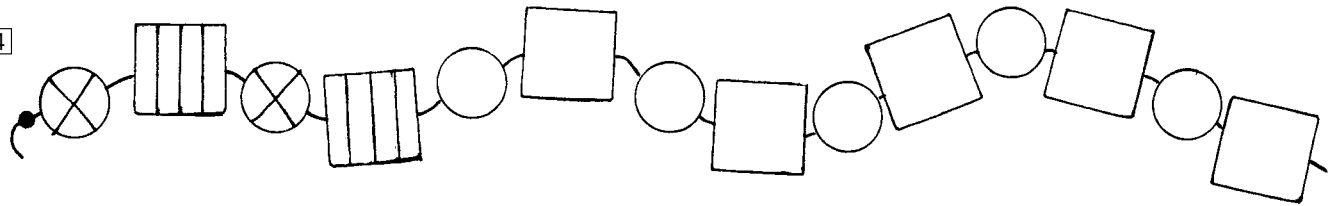
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3

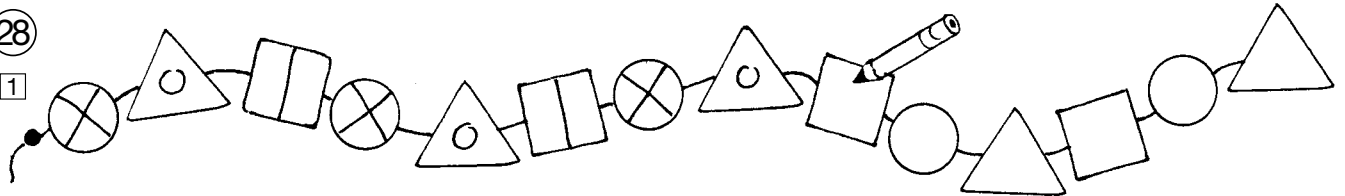


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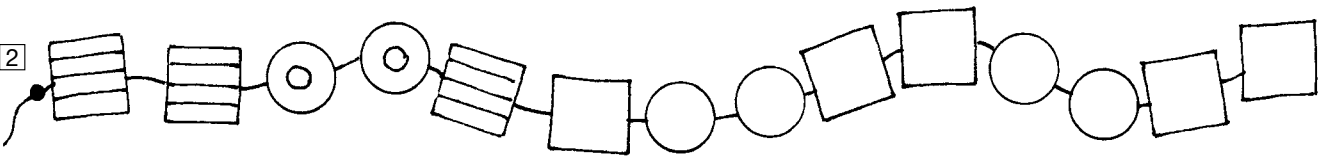


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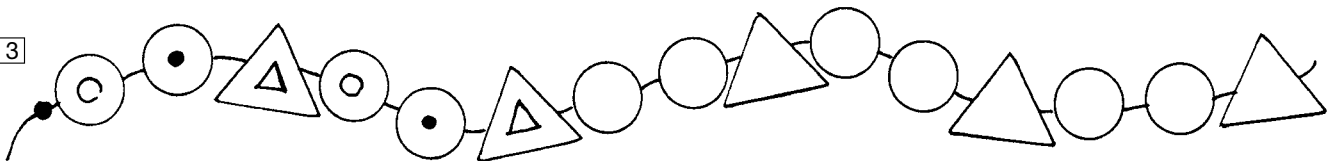
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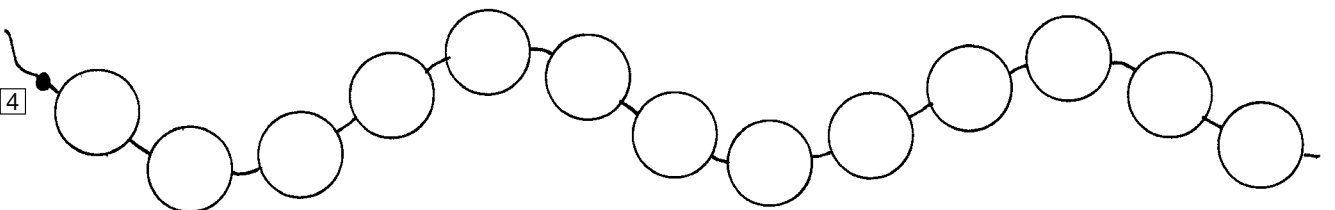
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3



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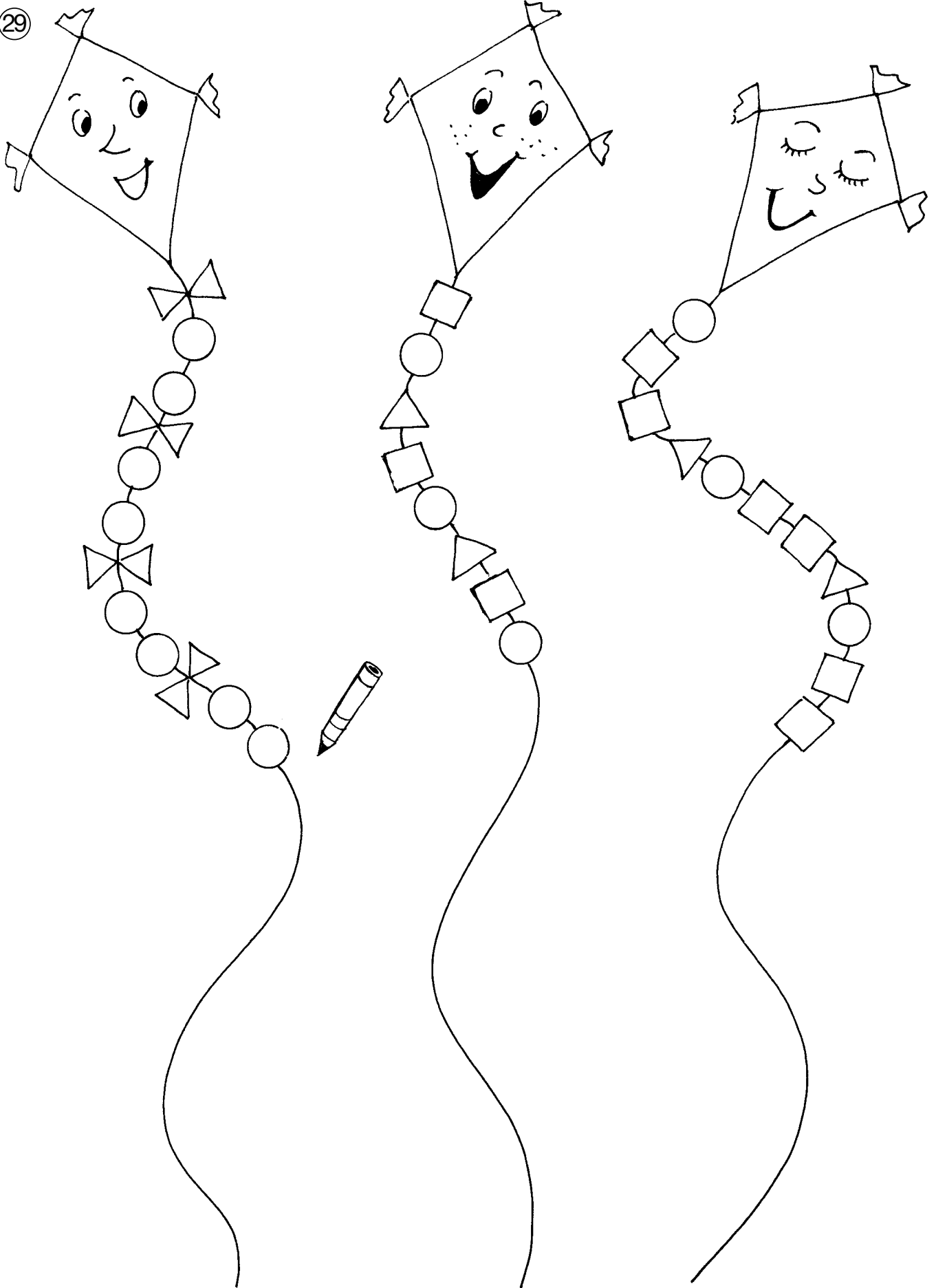


Muster erkennen und fortsetzen.

28 4 Eigenes Muster erfinden.

Kopiervorlage zu Diagnose- und Förderprogramm 121220

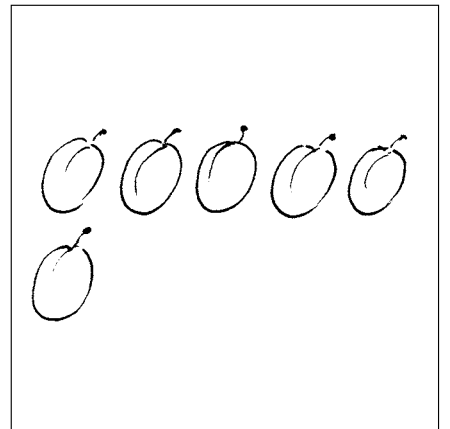
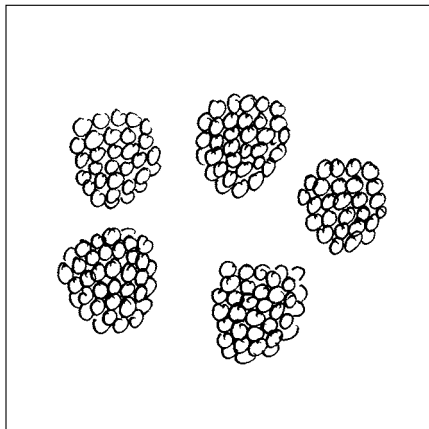
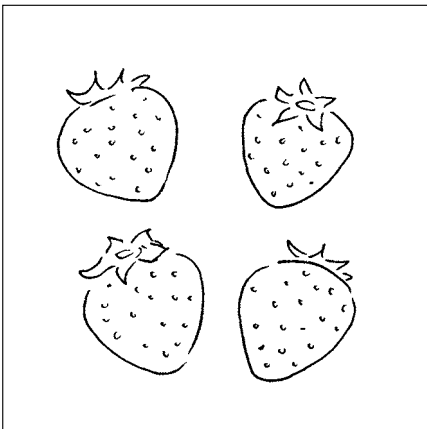
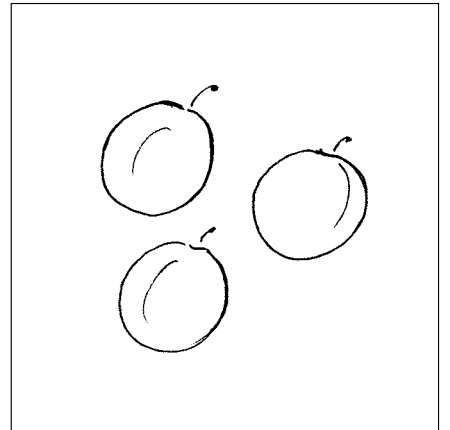
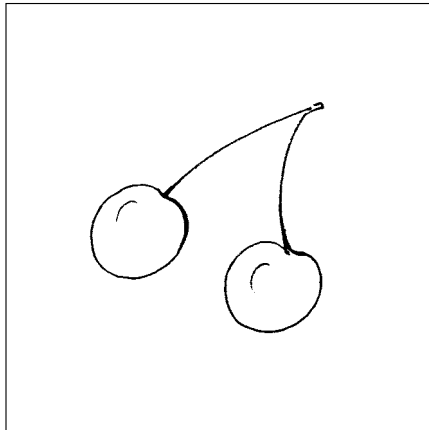
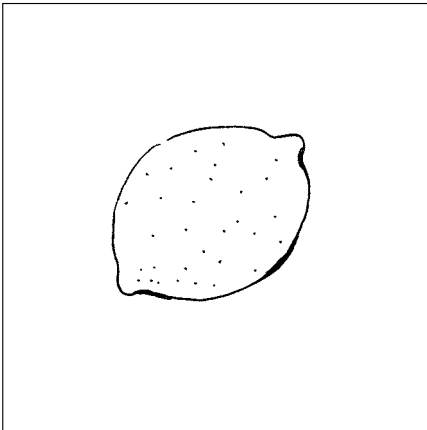
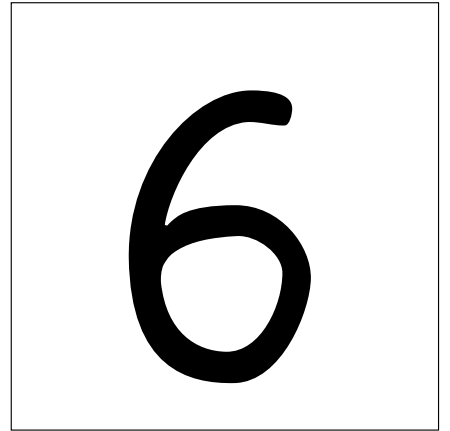
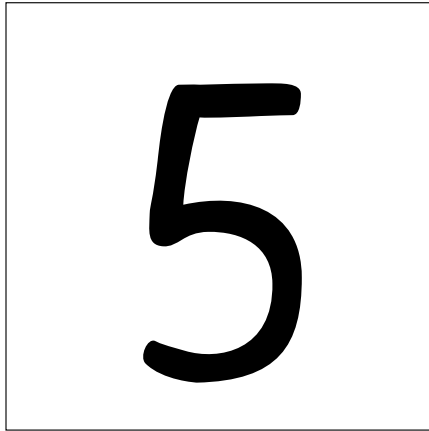
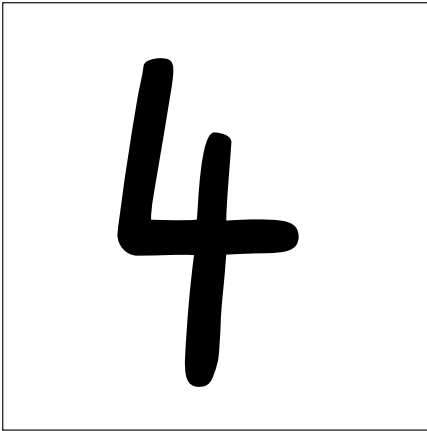
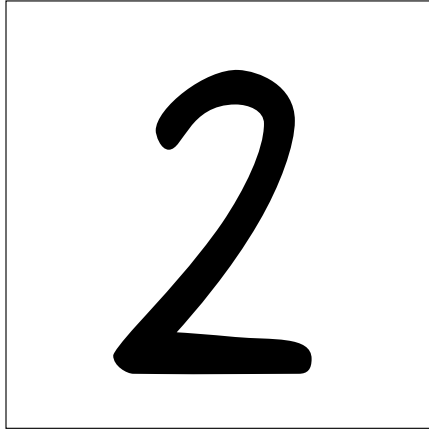
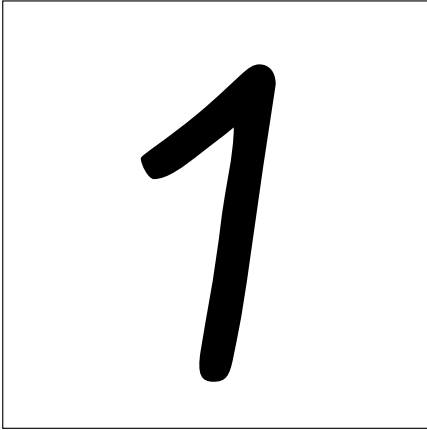
29



Muster erkennen, fortsetzen und anmalen.

Kopiervorlage zu Diagnose- und Förderprogramm 121220

30



30

