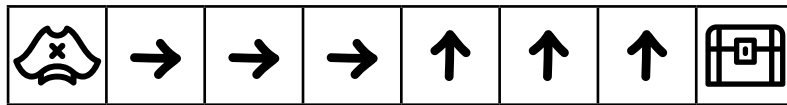
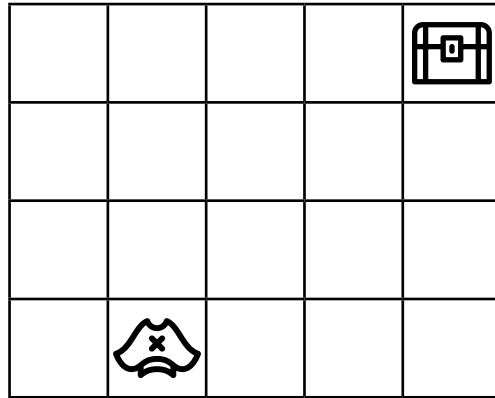
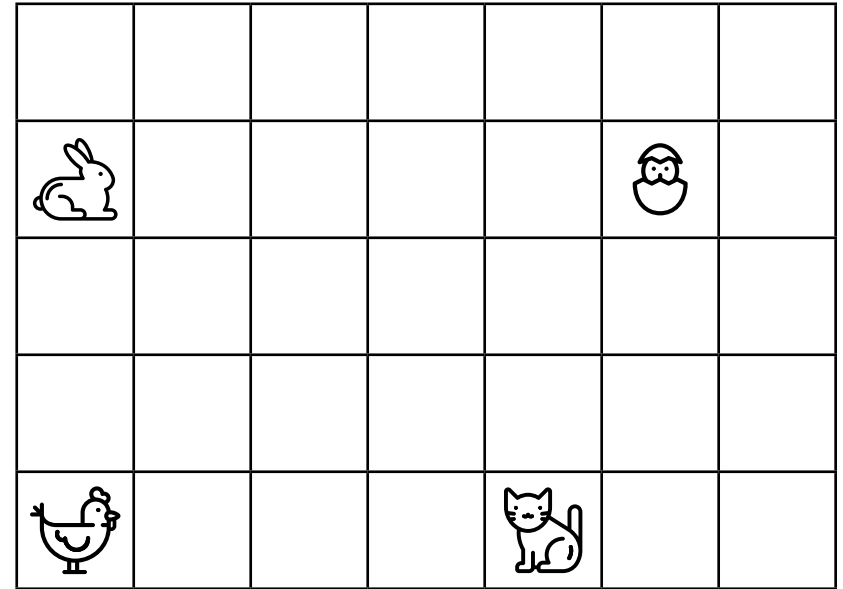




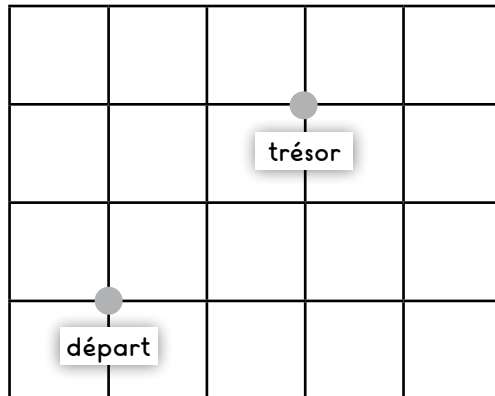
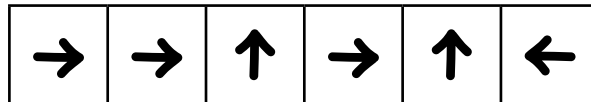
Male den Weg der Piraten aus.



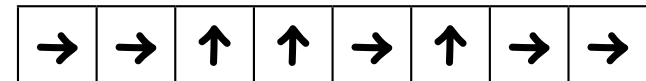
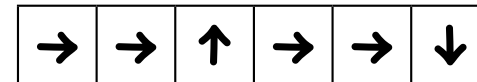
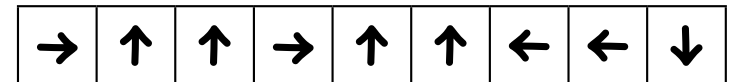
Die Henne will sein Küken wiederfinden.



Male den Weg des Piraten aus.



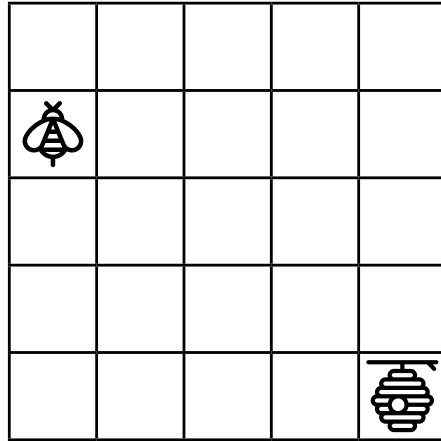
Male die richtige Nachricht aus.



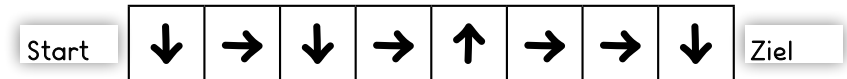
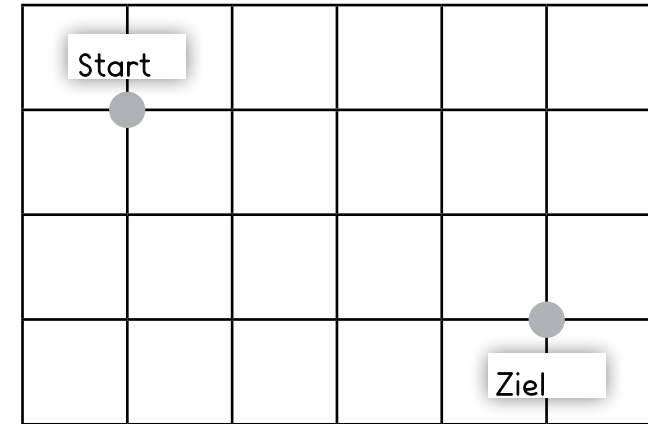
Zeichne den Weg der Henne dank der Nachricht.



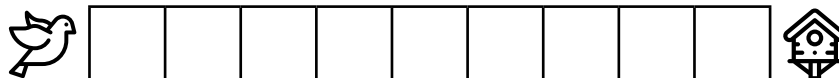
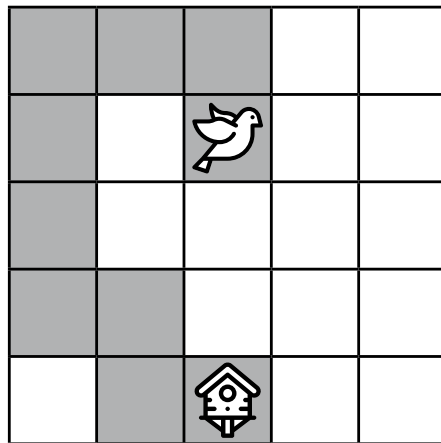
Zeichne den Weg bis zum Bienenstock.  
Schreibe die Nachricht.



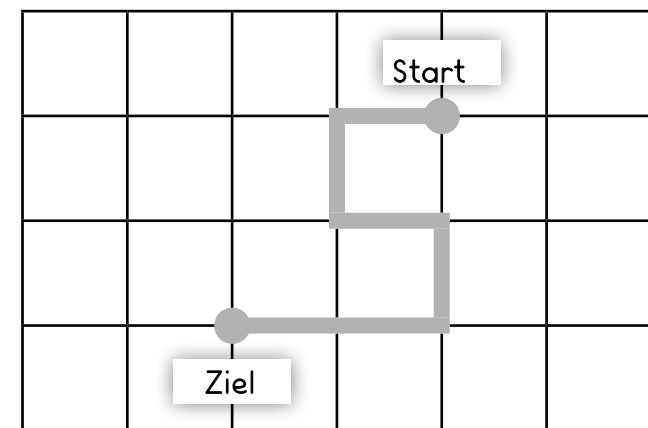
Zeichne den Weg bis zum Ziel.



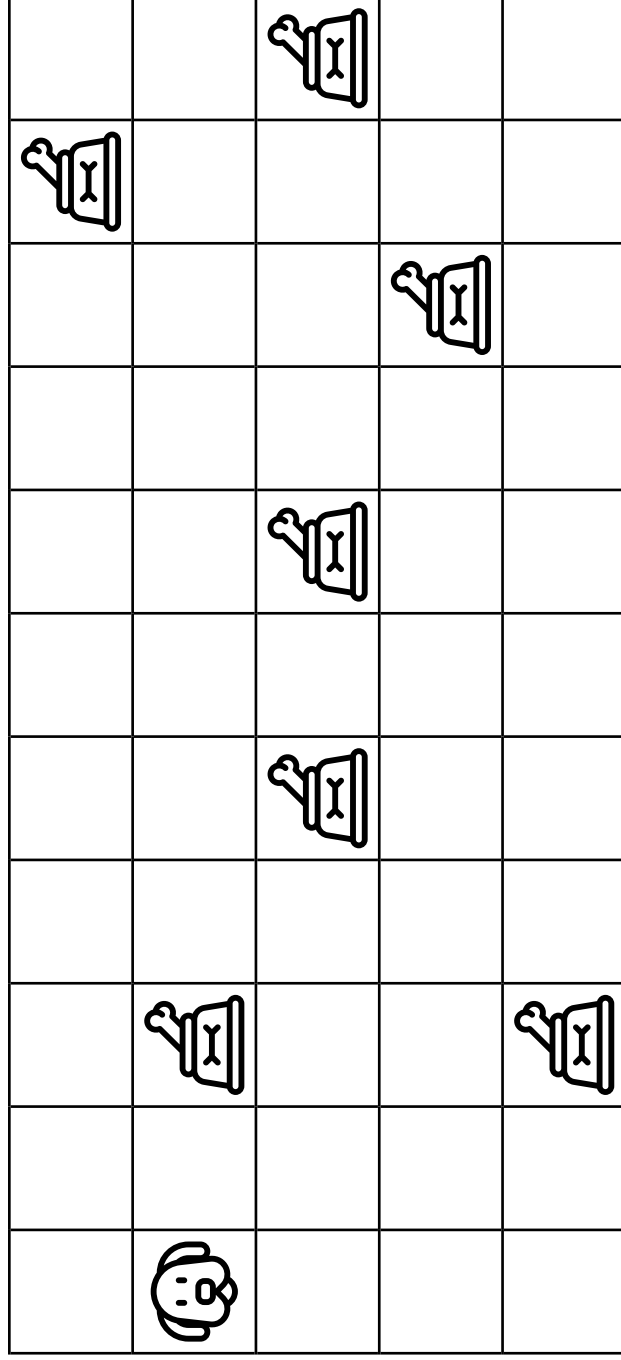
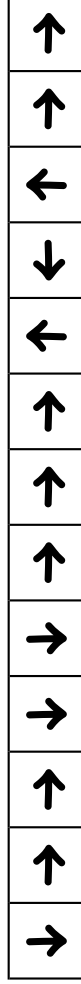
Schreibe den Weg mit Pfeilen.



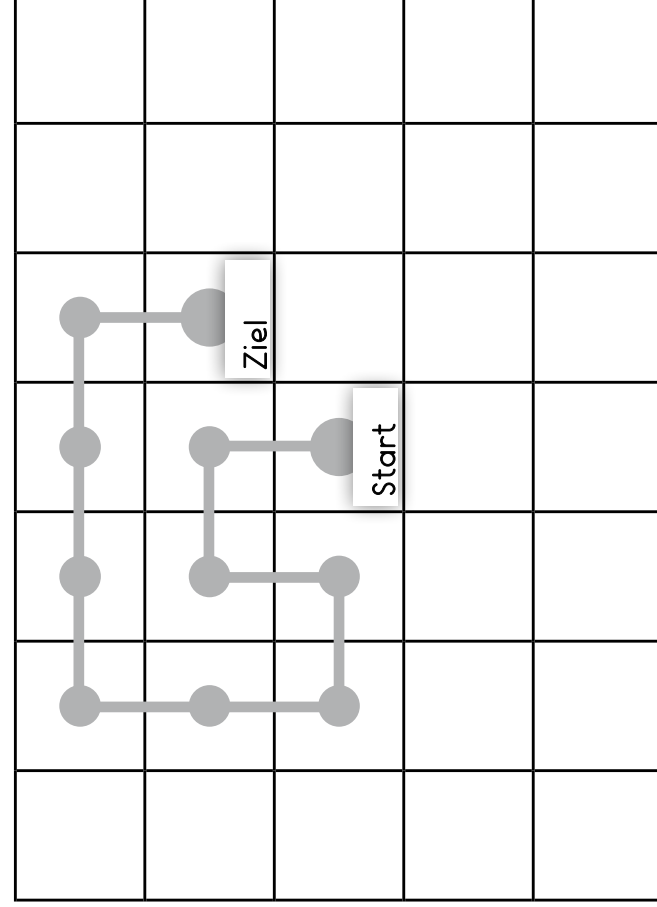
Schreibe den Weg vom Start bis zum Ziel.



Folge die Pfeilen um den Weg zu zeichnen. Kreise alle Knochen, die der Hund essen kann.



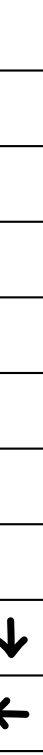
Schreibe den Weg mit Pfeilen weiter.



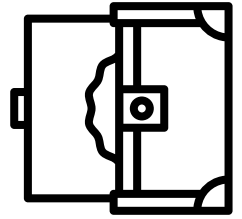
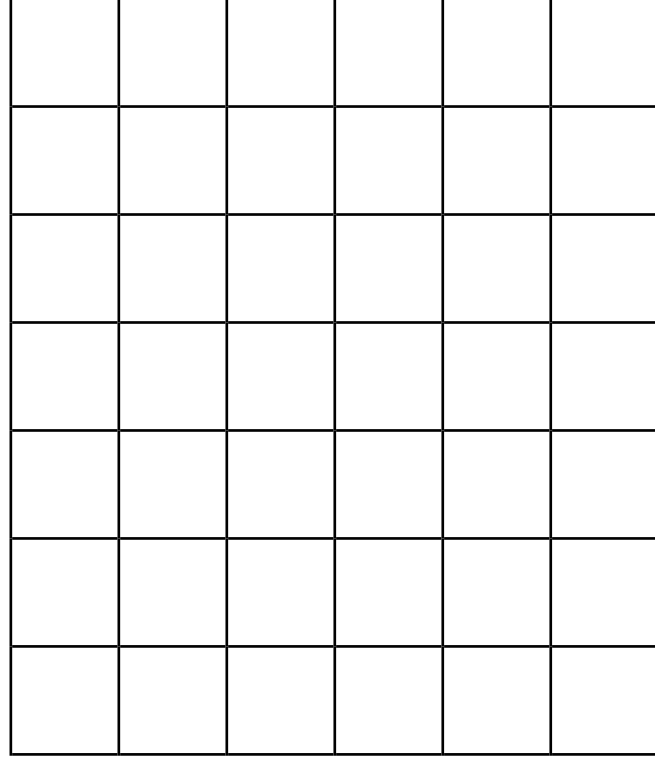
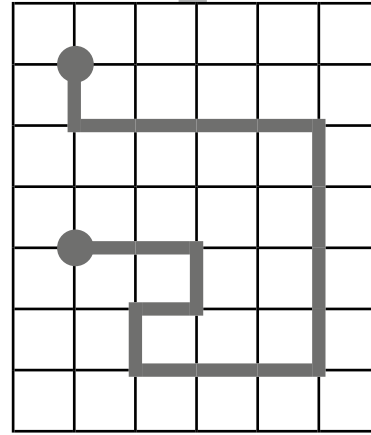
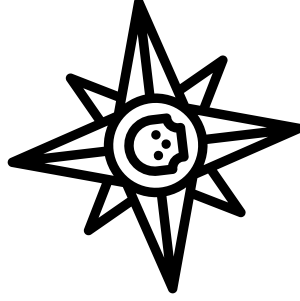
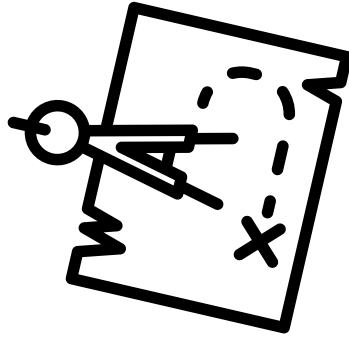
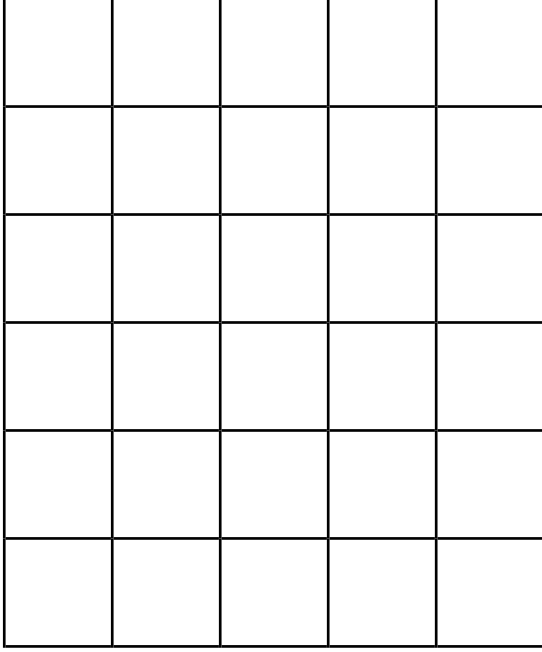
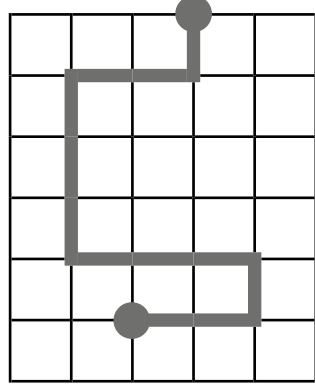
Start



## Ziel



Bilde den Piratenweg auf einem größeren Netz ab.

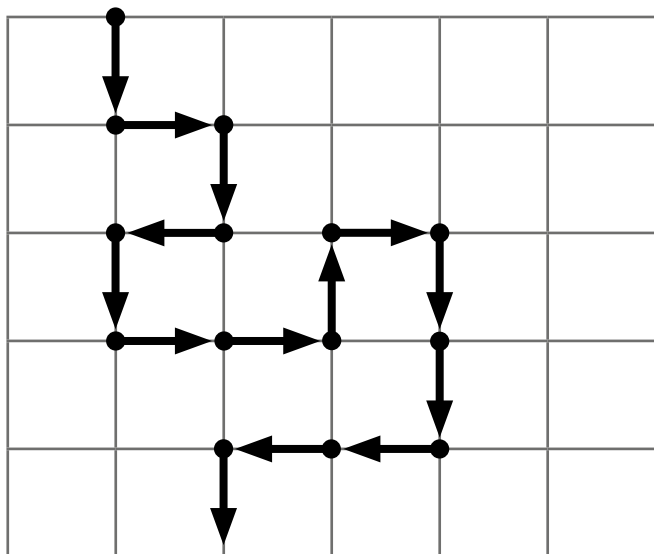


53E

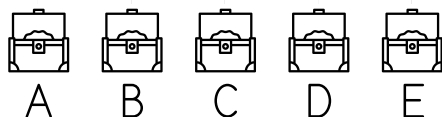
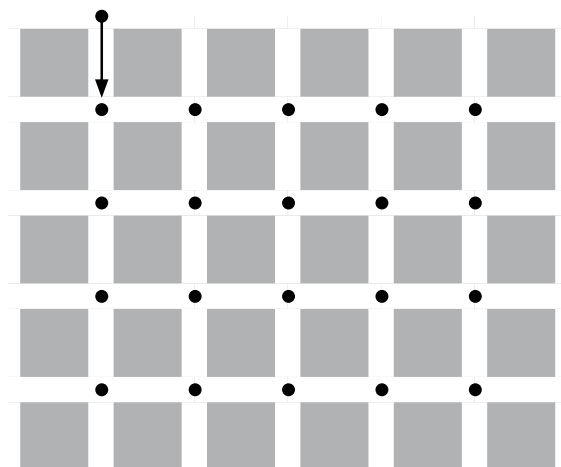
Vorname .....

Datum .....

Maths au CP

Nombres  
et calculs

Zeichne den Weg von der Nachricht.  
Kreise die richtige Schatzkiste.

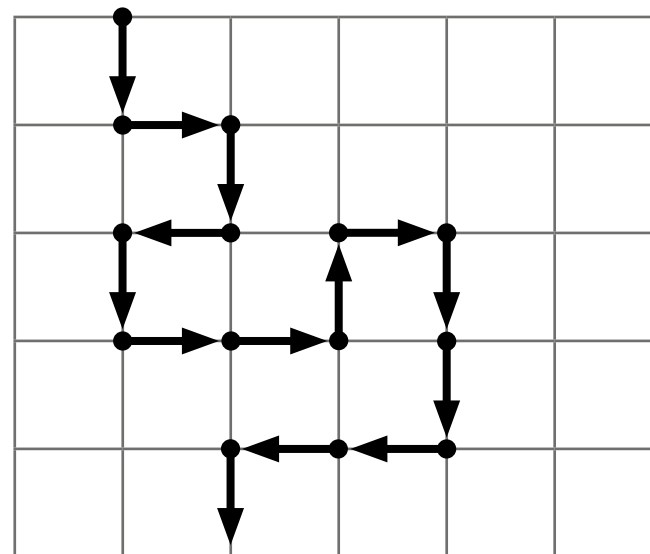


53E

Vorname .....

Datum .....

Maths au CP

Nombres  
et calculs

Zeichne den Weg von der Nachricht.  
Kreise die richtige Schatzkiste.

