



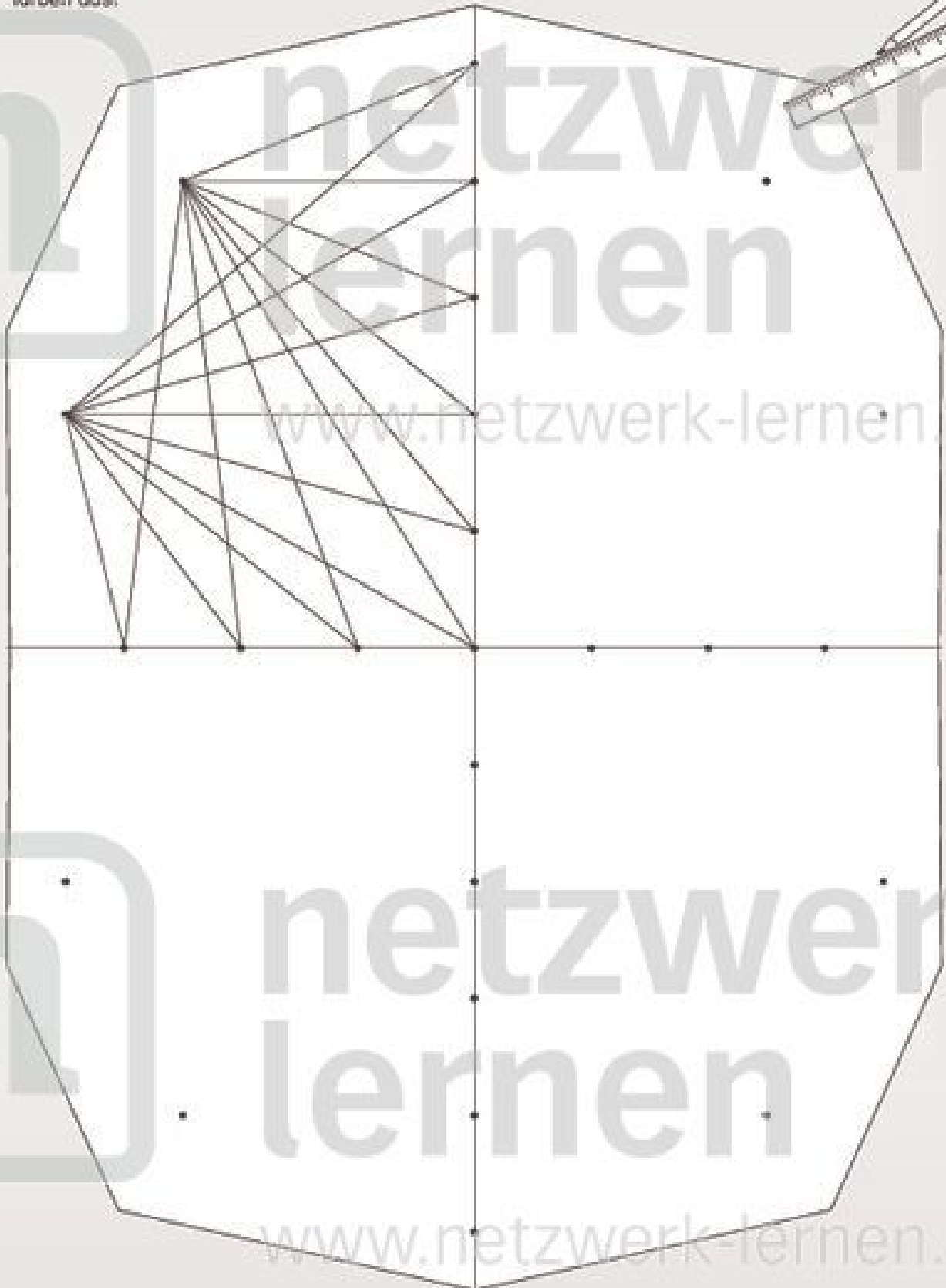
Name:

Klasse:

Datum:

Zeichne fertig! 2

Vervollständige das begonnene Muster und male es dann, wenn du möchtest, in deinen Lieblingsfarben aus!





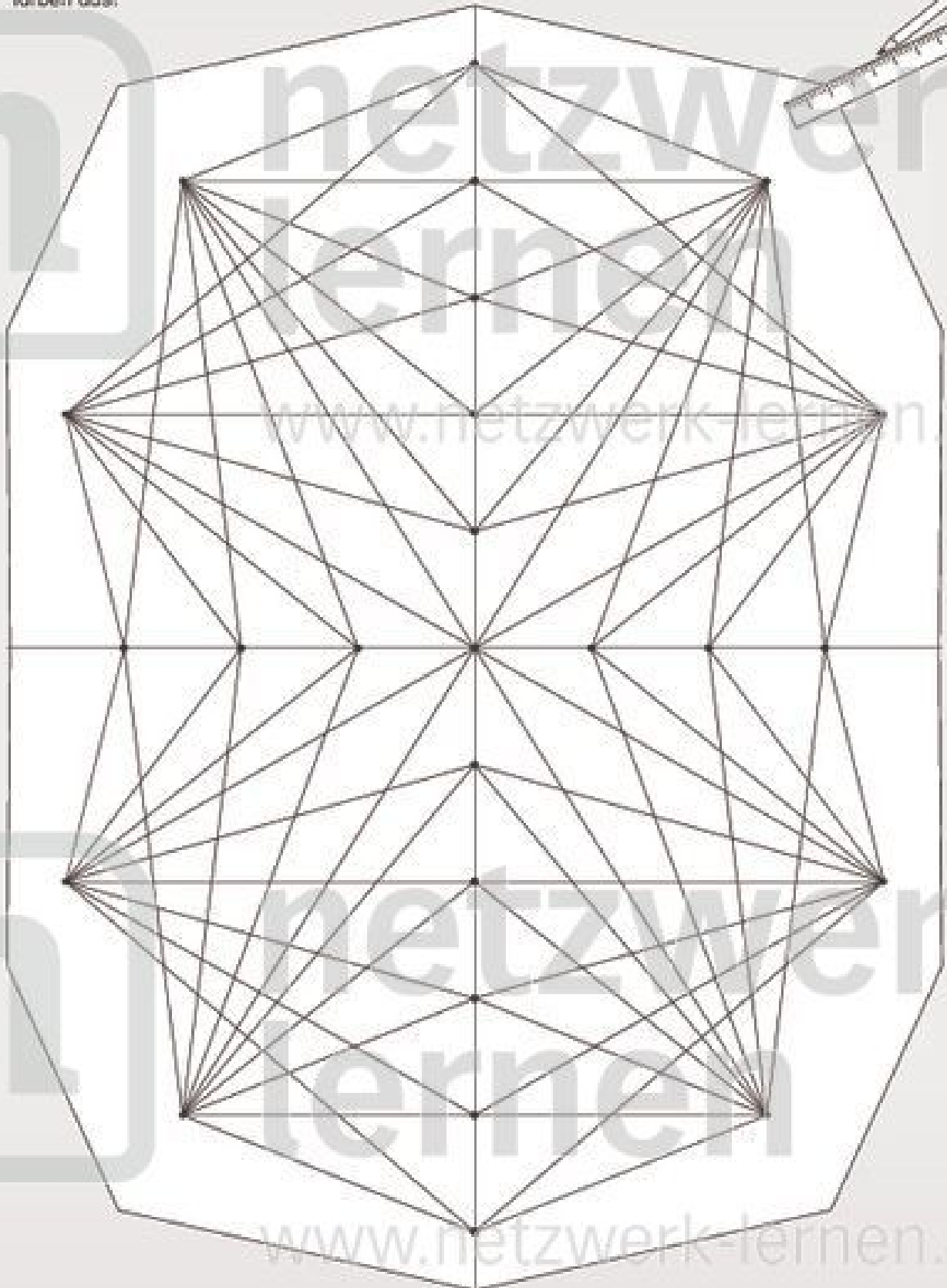
Name:

Klasse:

Datum:

Zeichne fertig! 2 (Lösung)

Vervollständige das begonnene Muster und male es dann, wenn du möchtest, in deinen Lieblingsfarben aus!

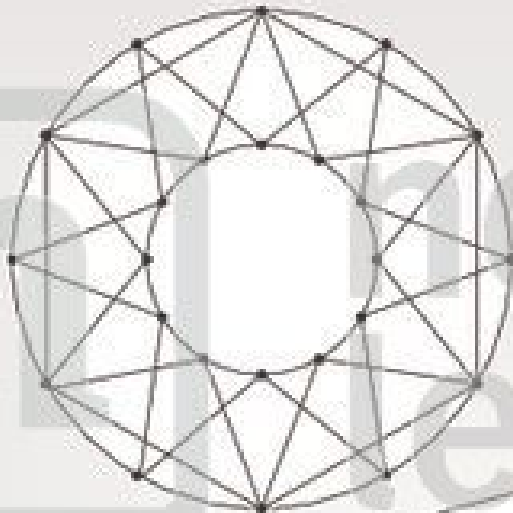




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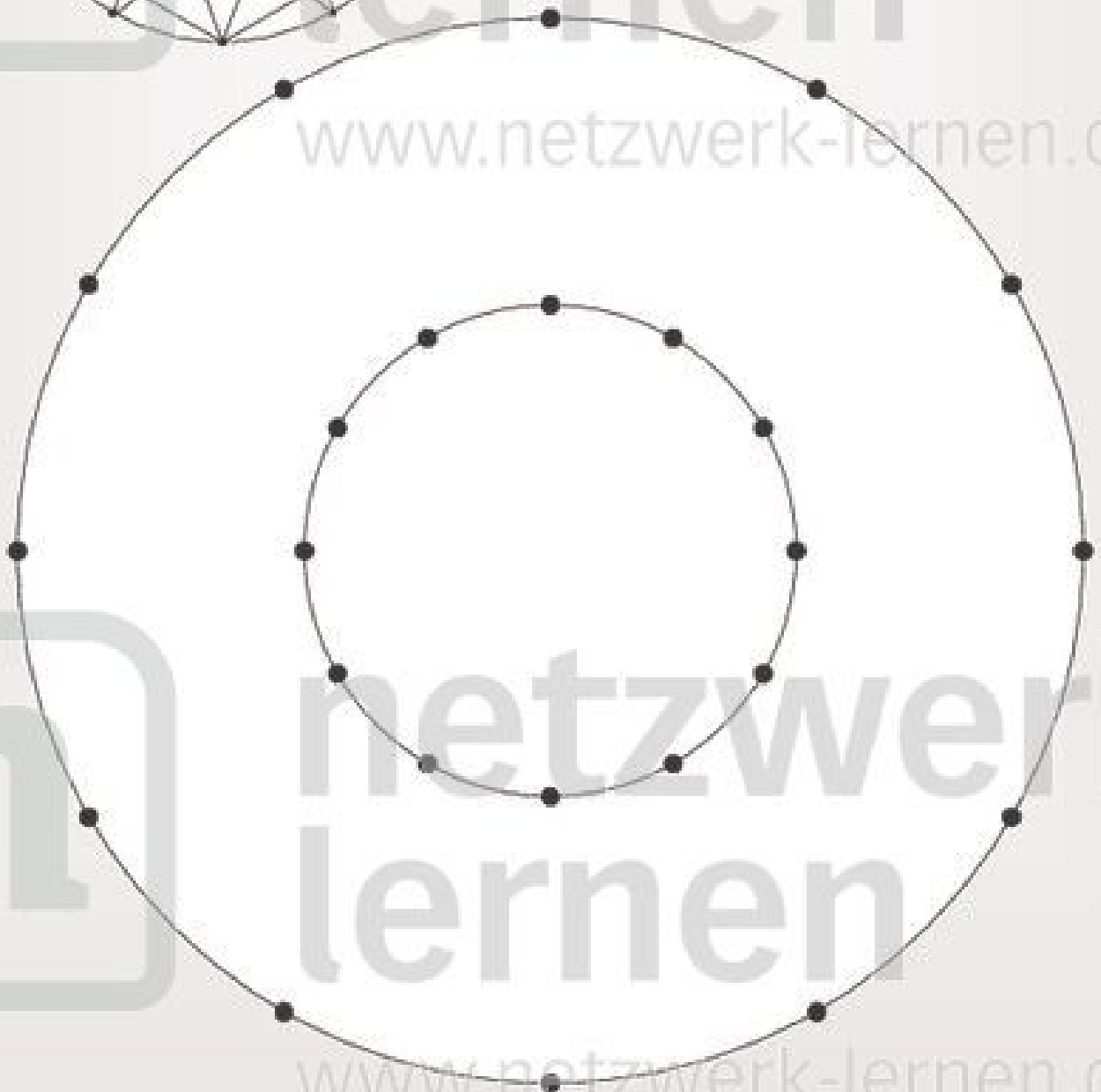
Klasse:

Datum:



Doppelkreise 1

Übertrage das Muster in den unteren Kreis und male es dann sorgfältig in deinen Lieblingsfarben aus!

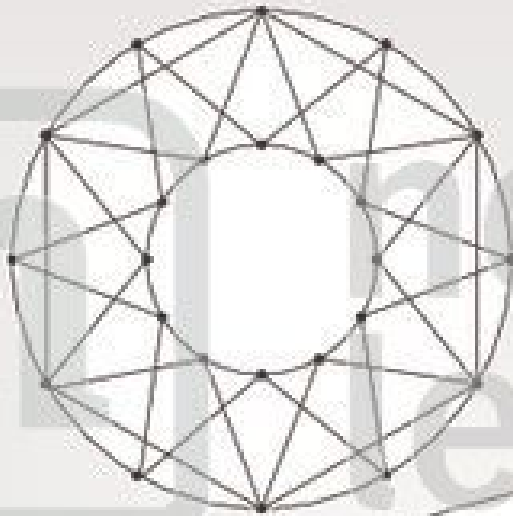




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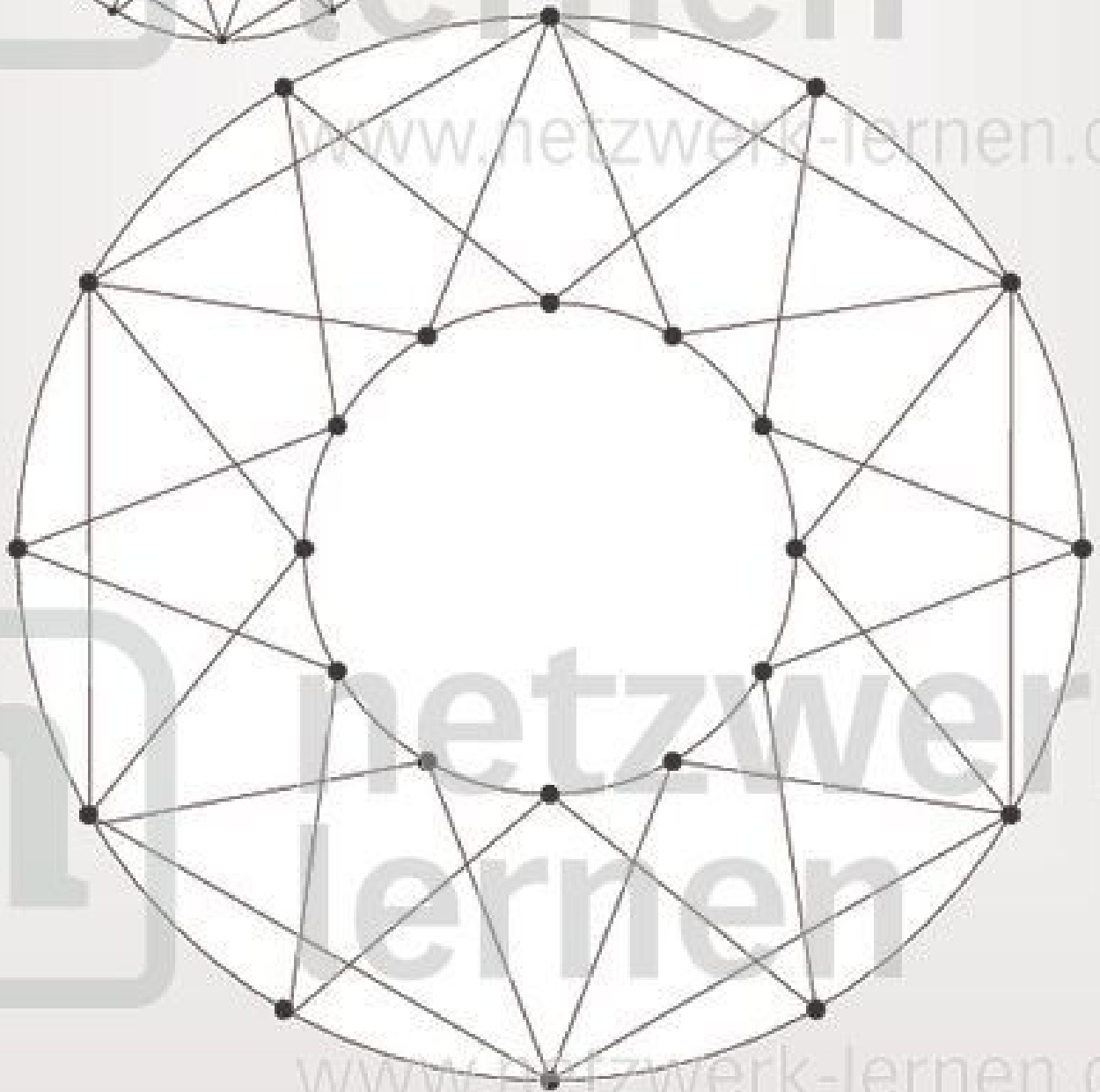
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Datum:



Doppelkreise 1 (Lösung)

Übertrage das Muster in den unteren Kreis und male es dann sorgfältig in deinen Lieblingsfarben aus!

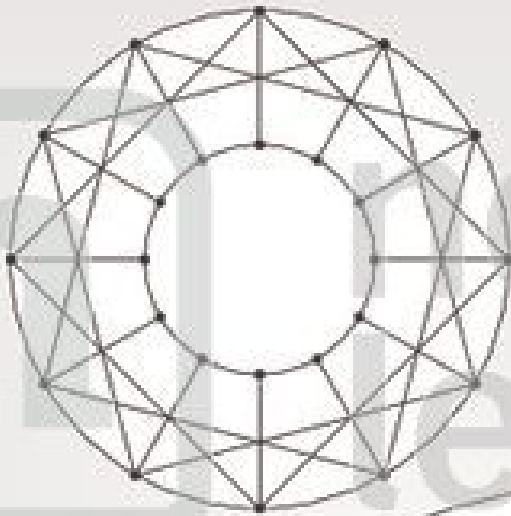




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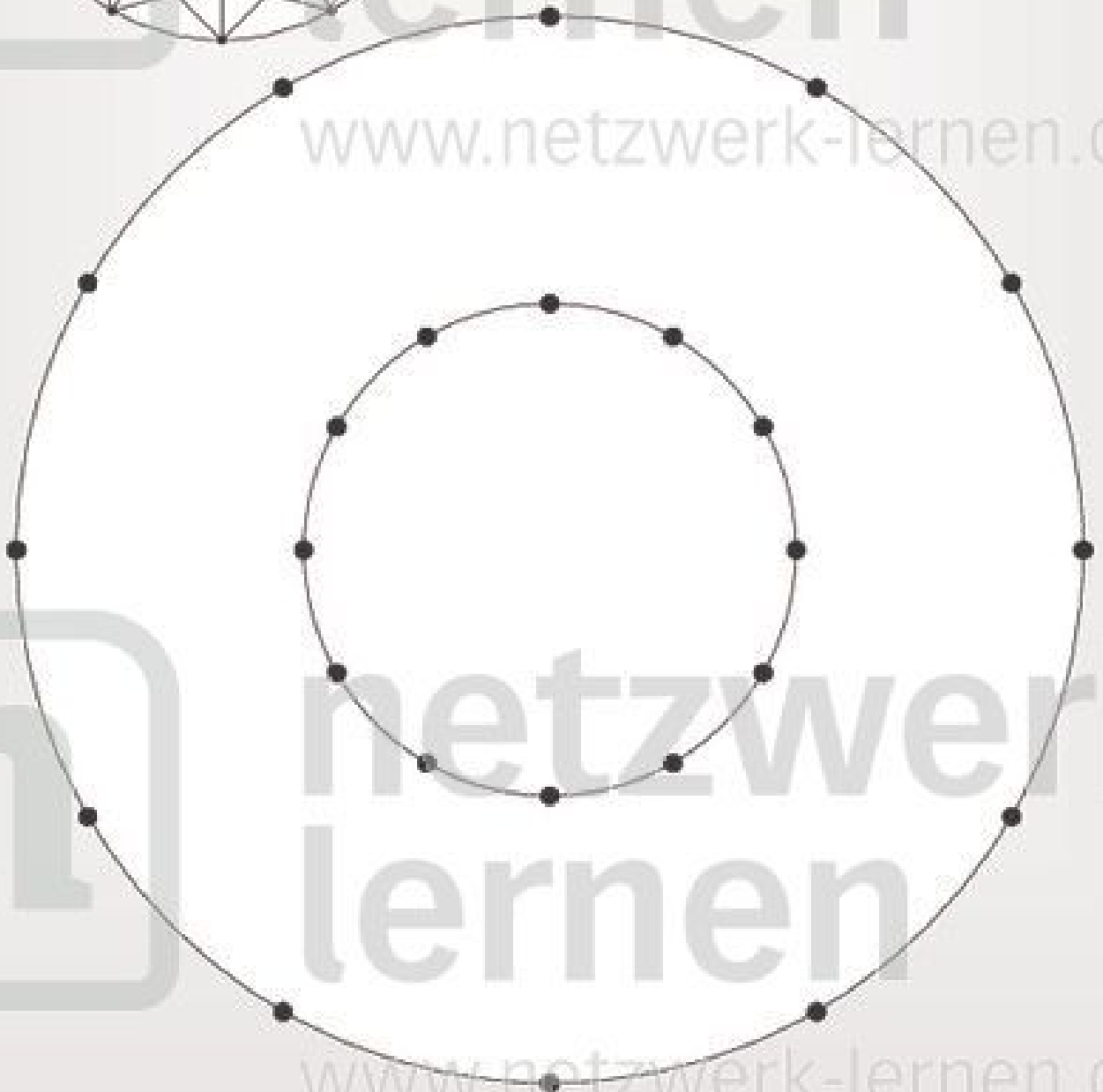
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Datum:



Doppelkreise 2

Übertrage das Muster in den unteren Kreis und male es dann sorgfältig in deinen Lieblingsfarben aus!

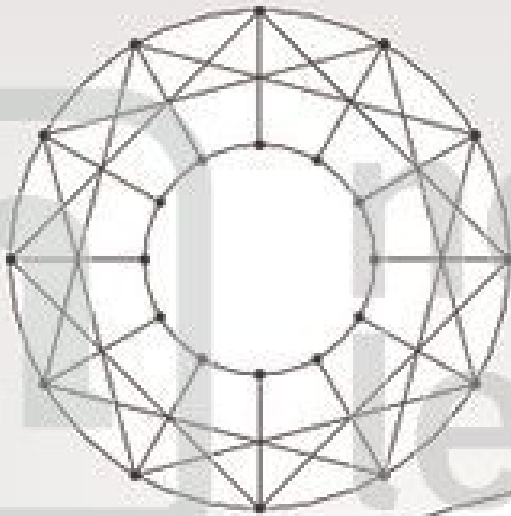




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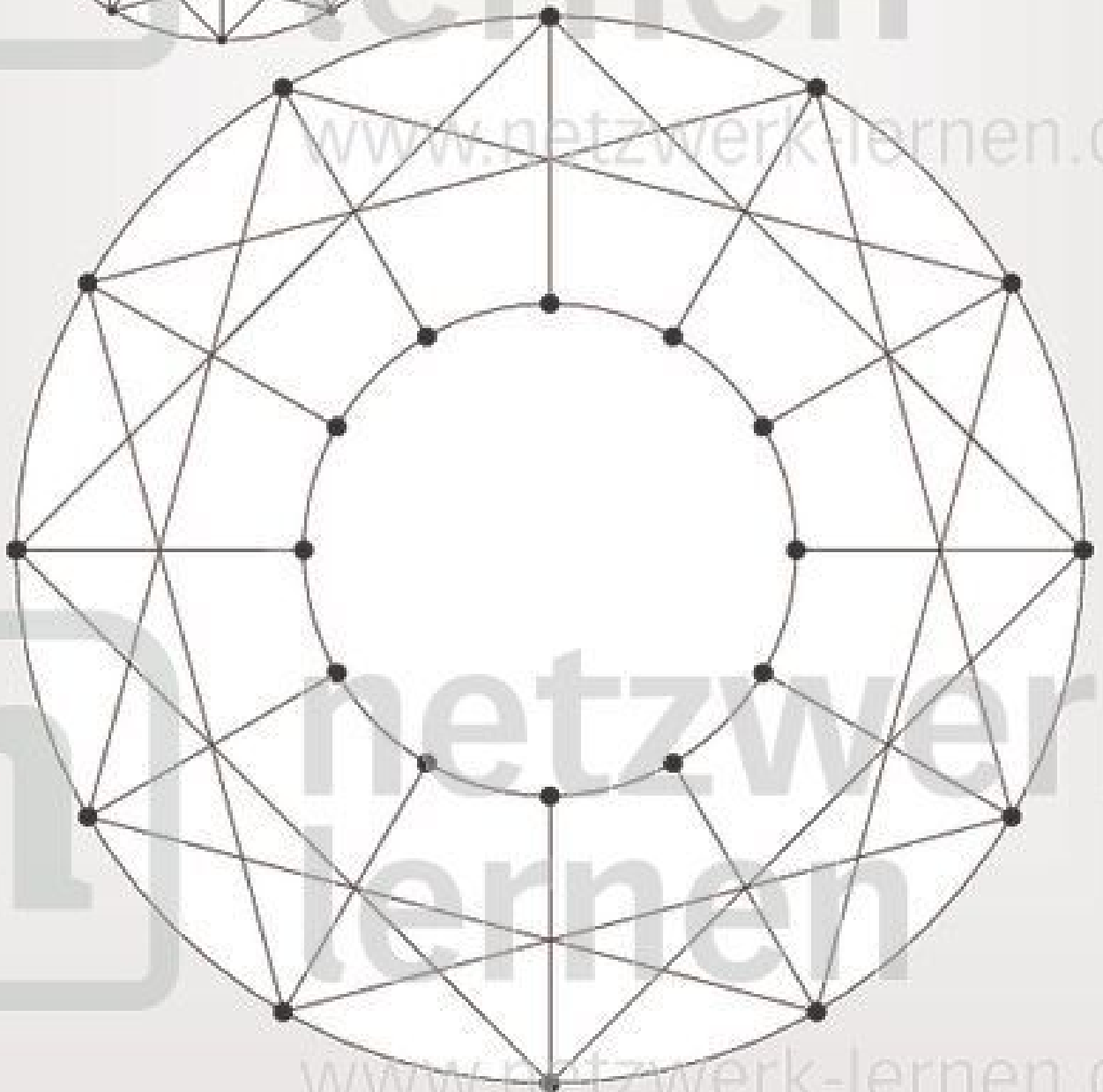
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Datum:



Doppelkreise 2 (Lösung)

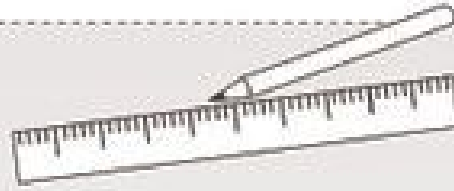
Übertrage das Muster in den unteren Kreis und male es dann sorgfältig in deinen Lieblingsfarben aus!



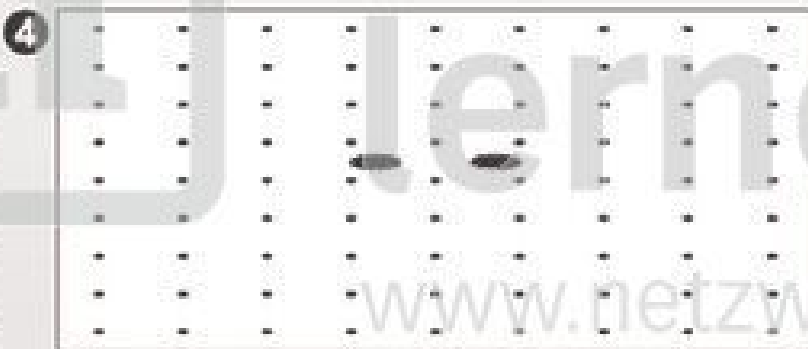
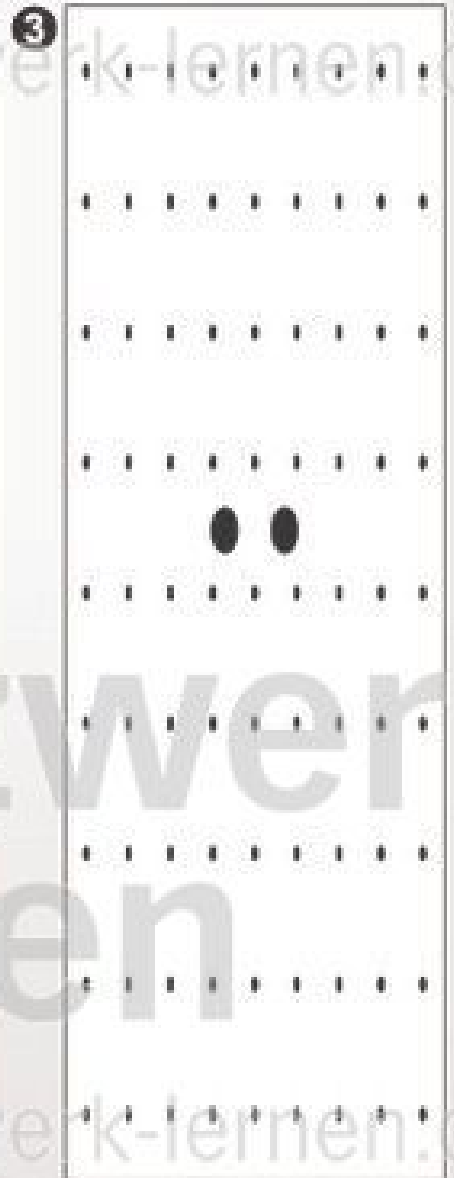
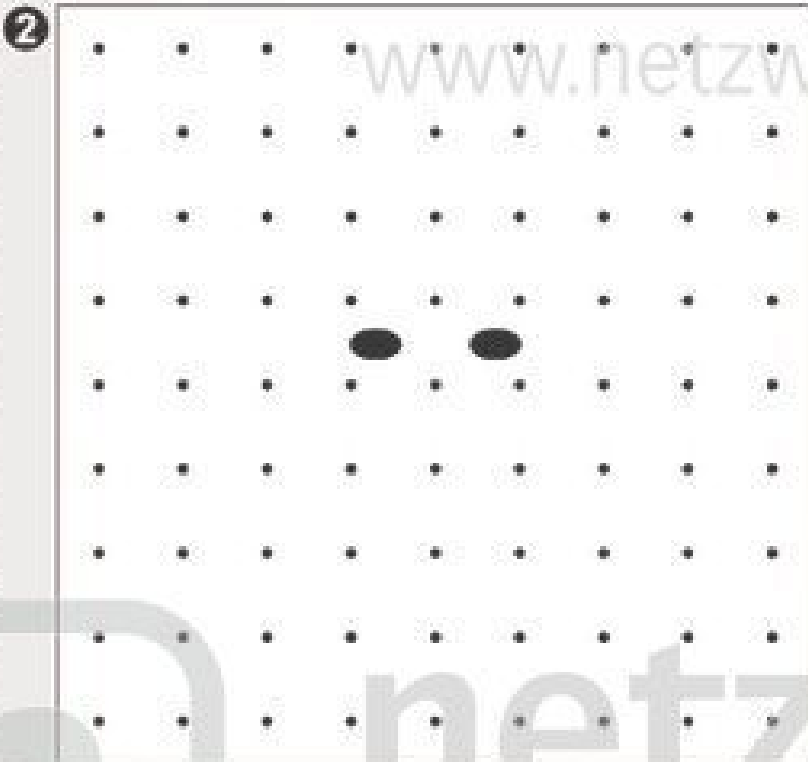
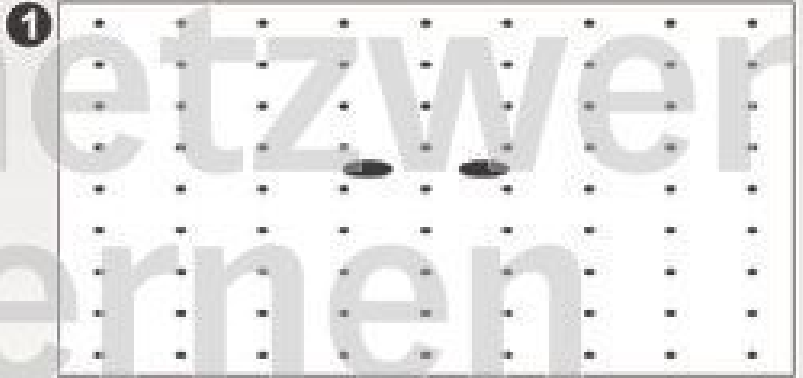
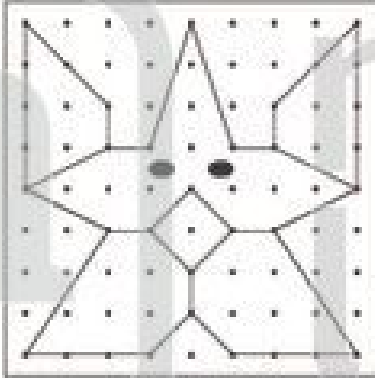


Name: _____

Gestauchte Quabbies 1



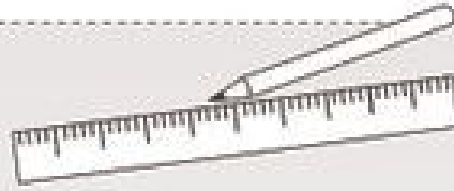
Übertrage die Figur in die freien Rasterfelder!



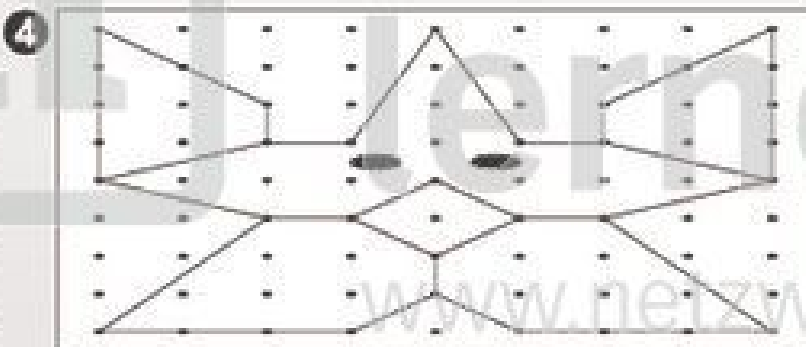
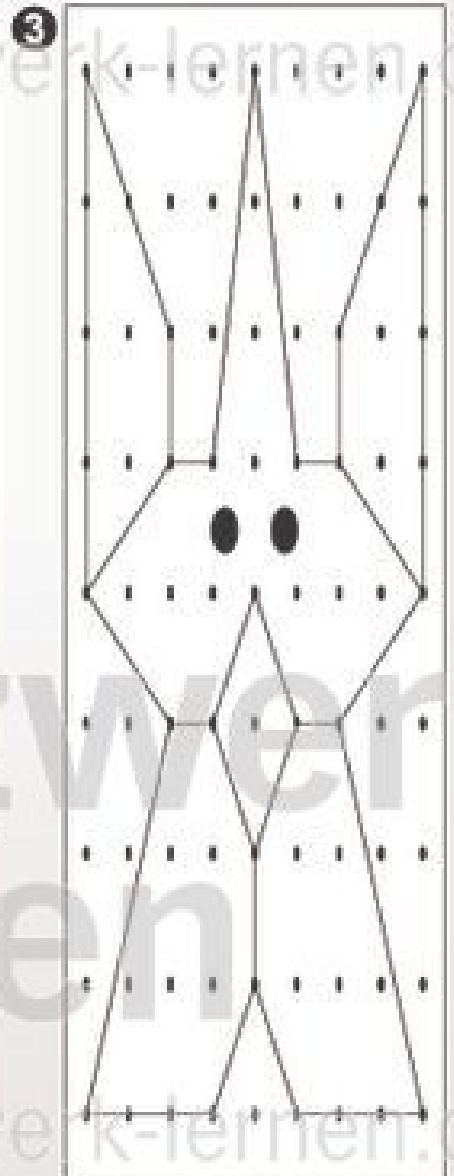
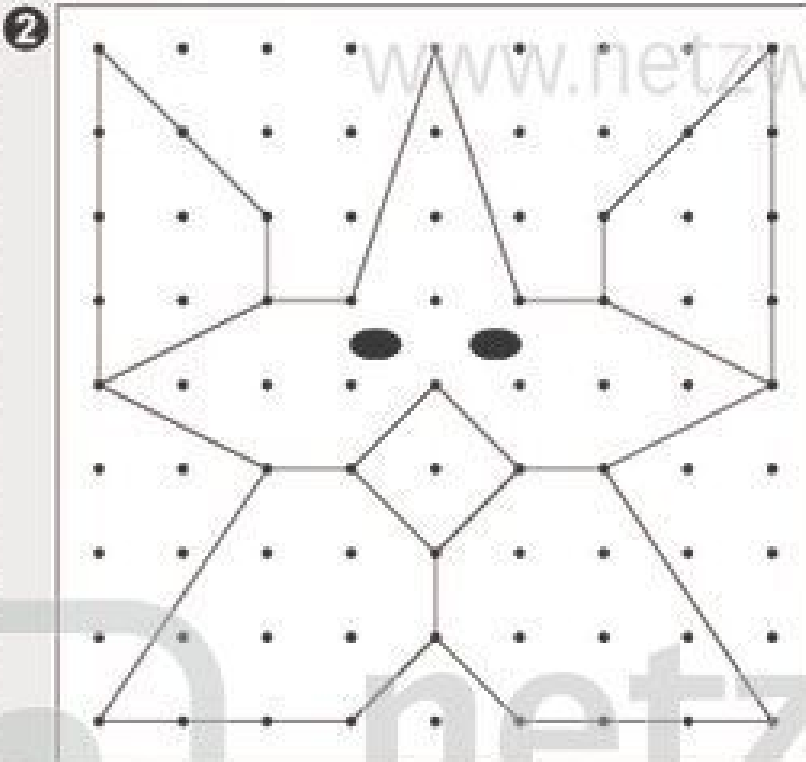
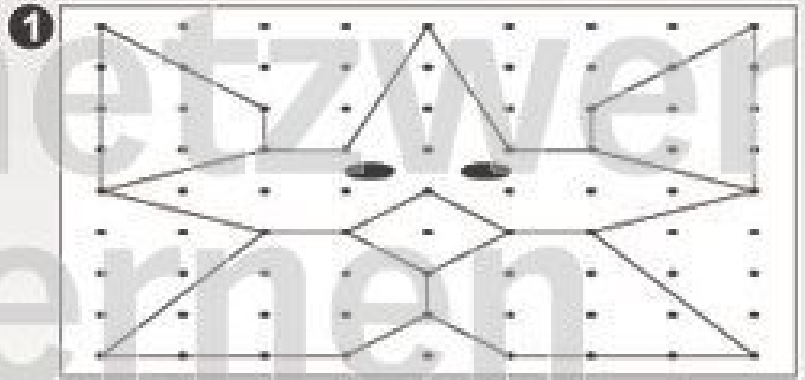
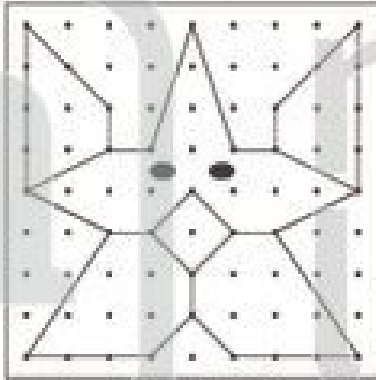


Name: _____

Gestauchte Quabbies 1 (L)



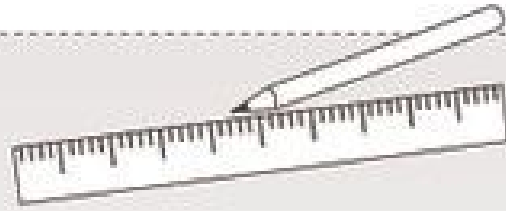
Übertrage die Figur
in die freien
Rasterfelder!



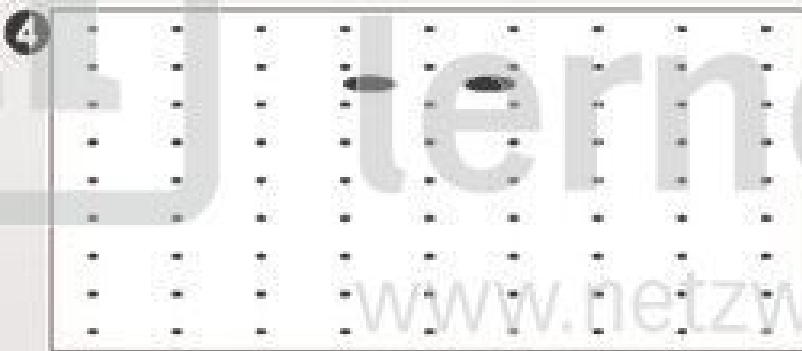
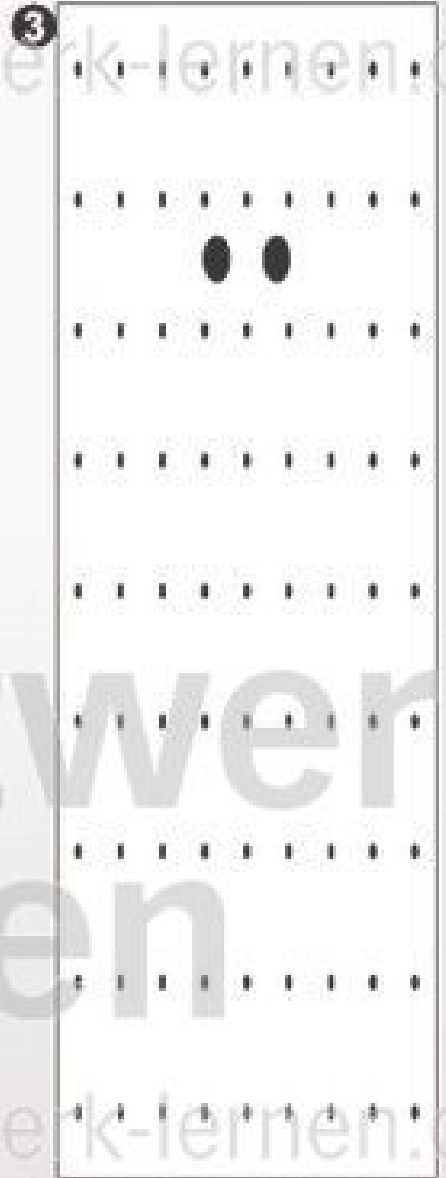
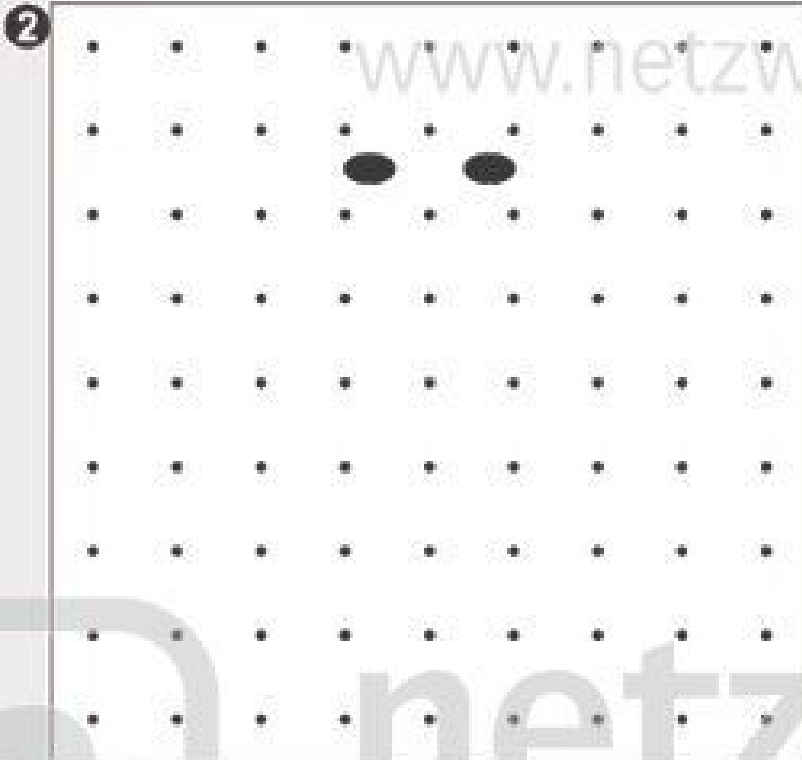
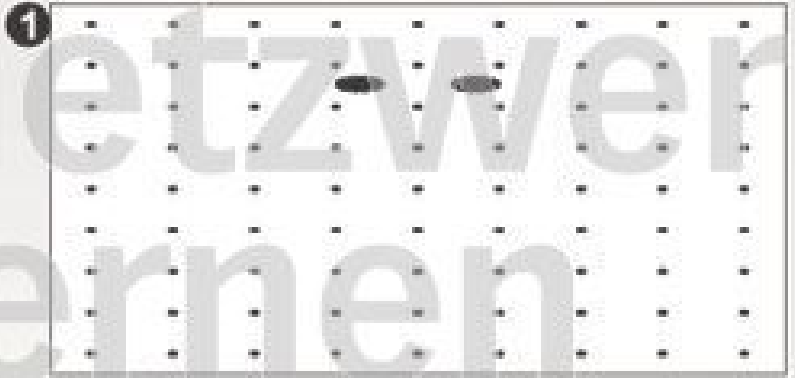
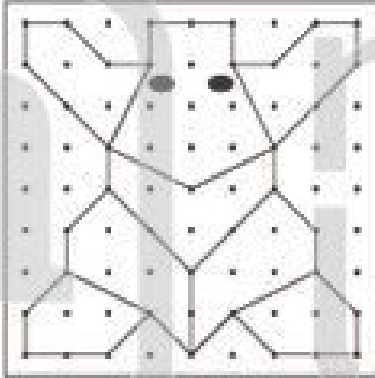


Name: _____

Gestauchte Quabbies 2



Übertrage die Figur in die Rasterpunkte und male sie, wenn du willst, farbig aus!

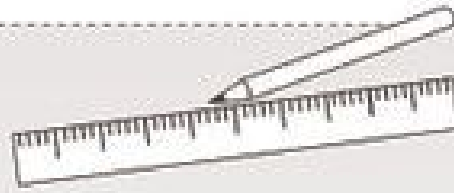


intelligente Zeichemittel - (c) michaeljunges8t-online.de



Name: _____

Gestauchte Quabbies 2 (L)



Übertrage die Figur
in die Rasterpunkte
und male sie, wenn
du willst, farbig aus!

