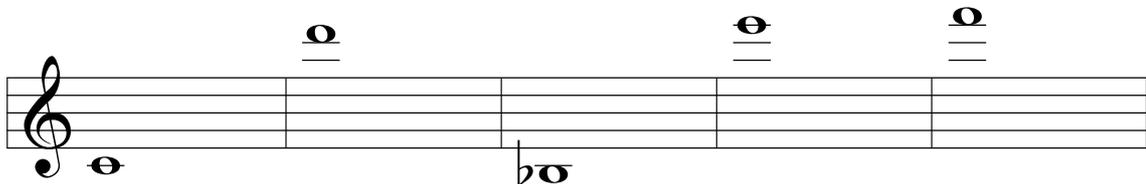


Spielwiese - Lektion 9

1. Trage die Zahlen der Greiffinger ein und benenne den Ton!



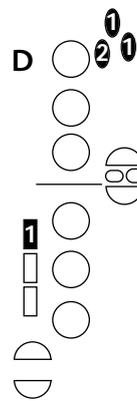
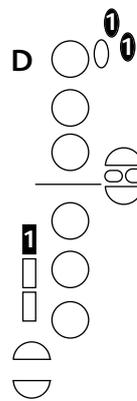
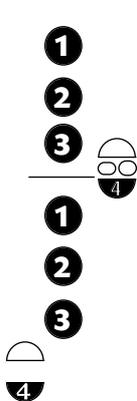
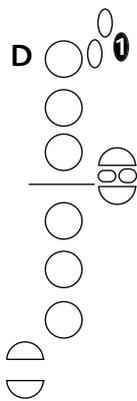
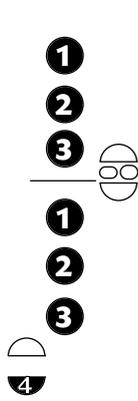
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