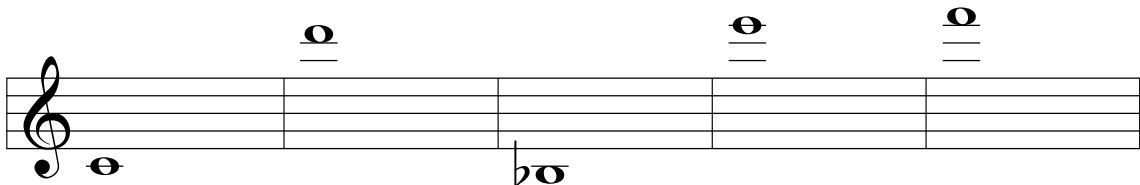


# Spielwiese - Lektion 9

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



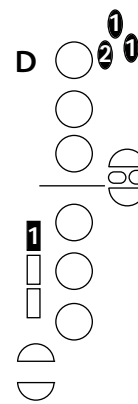
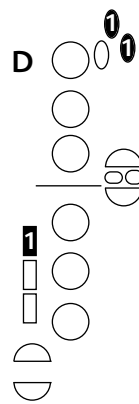
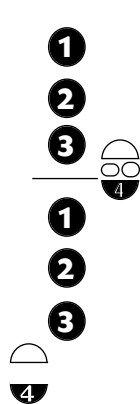
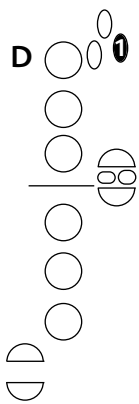
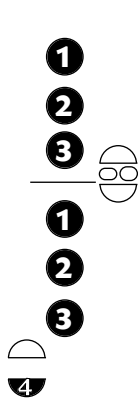
**C**

**d**

**B**

**e**

**f**



**H**

**dis**

**Ais**

**es**

**Cis**

