



Sportliches Memory mit Karl-KiSS

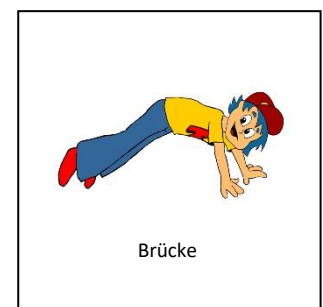
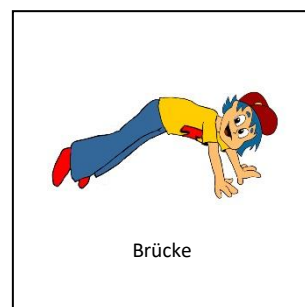
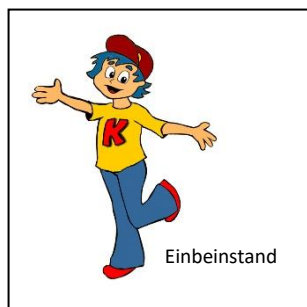
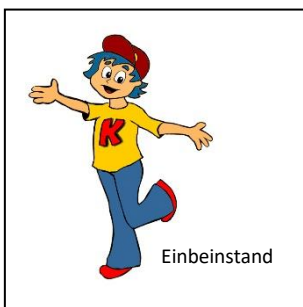
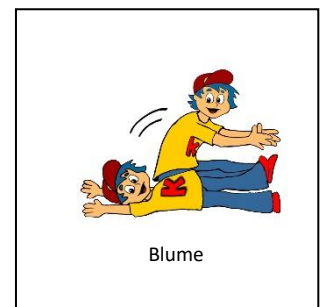
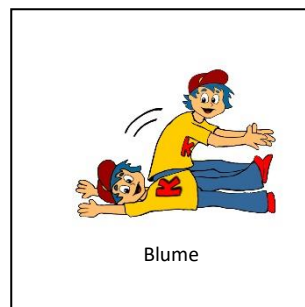
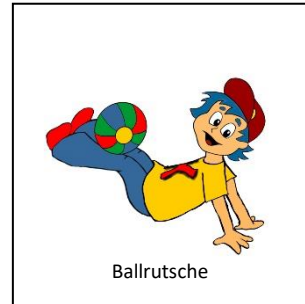
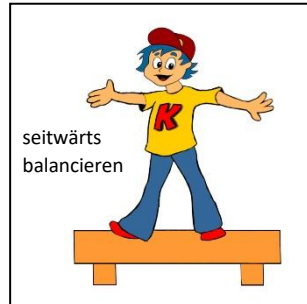
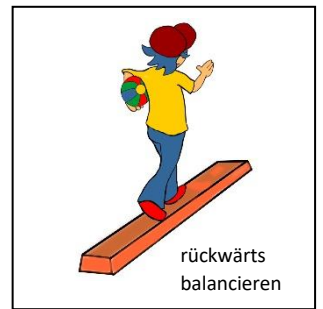
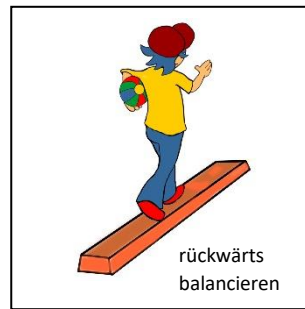
Spielregeln:

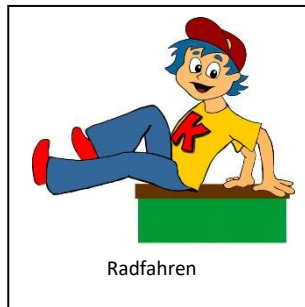
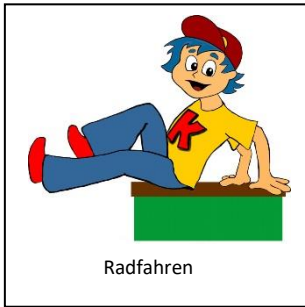
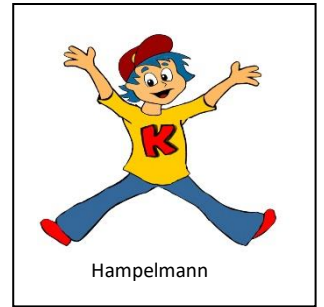
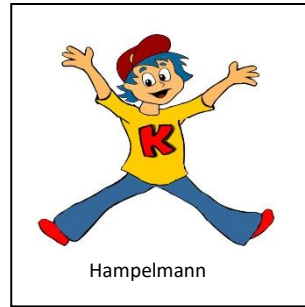
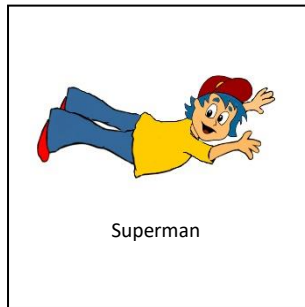
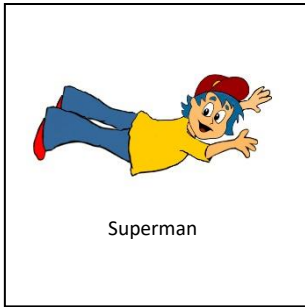
- Drückt und schneidet die Bilder aus Anhang 1 aus und legt sie verdeckt hin.
- Der jüngste Mitspieler fängt an und deckt nacheinander 2 Karten auf.
- Wenn es nicht die gleichen Bilder sind, ist der nächste Spieler an der Reihe.
- Wenn es die gleichen Bilder sind, muss derjenige (oder alle gemeinsam) die abgebildete Sportübung durchführen. Anschließend darf er noch einmal 2 Karten aufdecken usw. ...

Variation - Memory extrem (Anhang 2):

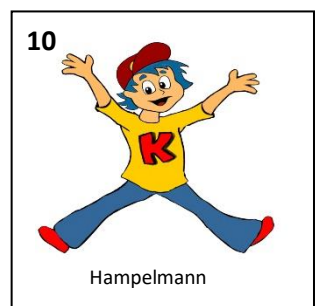
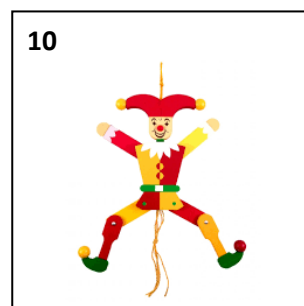
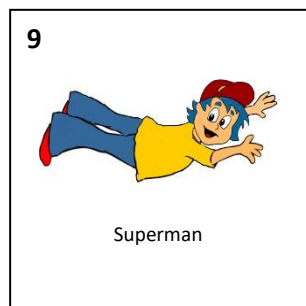
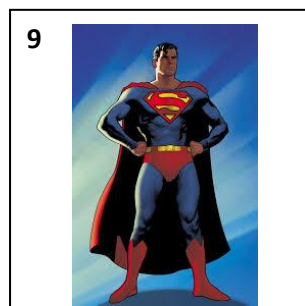
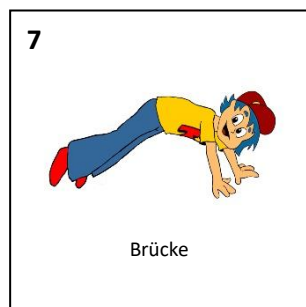
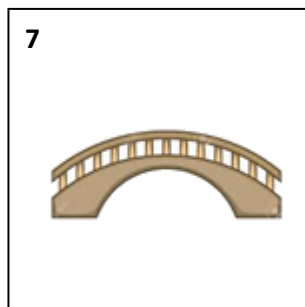
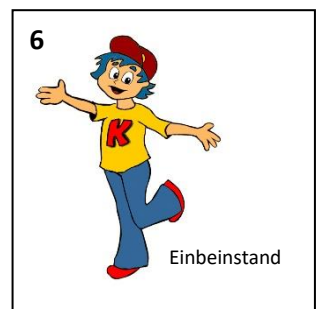
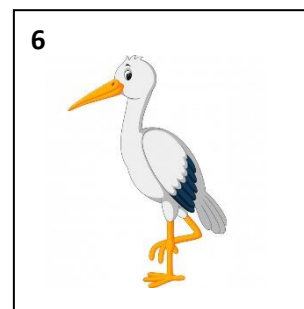
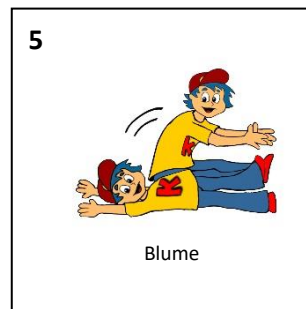
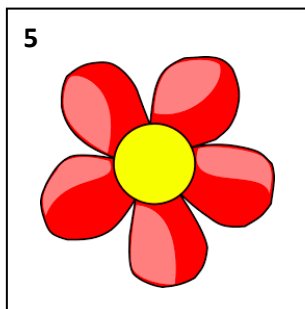
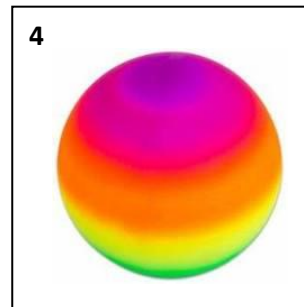
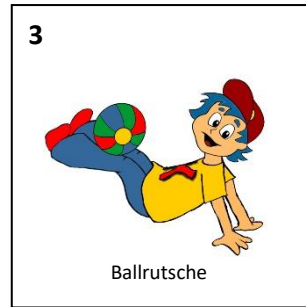
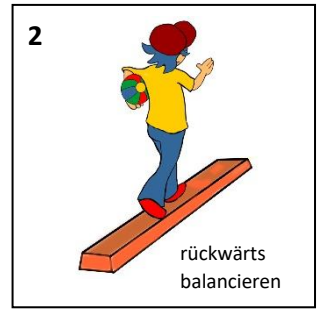
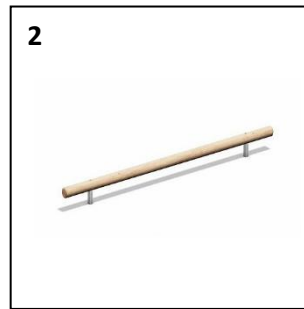
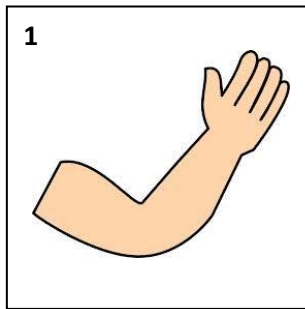
- Die Spielregeln sind grundsätzlich die selben wie beim zuvor beschriebenen klassischen Memory.
- Bei dieser Spielform gibt es jedoch jede Karte nur einmal. Demzufolge müssen keine gleichen Bilder gesucht werden, sondern Bilder die zusammenpassen – z.B. Ballrutsche & Rutsche oder Kniebeuge & Fahrstuhl.
- Zusammengehörige Bilder haben in der linken oberen Ecke die selbe Zahl.

Anhang 1





Anhang 2



11



11



Schmetterling

12



12



Scheibenwischer

13



13



Radfahren

14



14

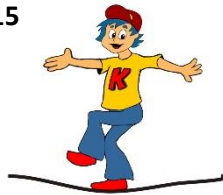


nach oben
hüpfen

15



15



auf einem Seil/Strick
balancieren

16



16



Vorwärtsrolle

17



17



Vierfüßlergang