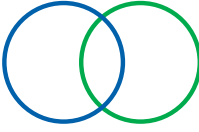


Nachstehend sind einige Beispiele aufgeführt: Farben: rot, orange, gelb, grün, blau, violett, schwarz, braun oder weiß? Muster: gestreift, gepunktet oder ohne Muster? Streifen: Längs- oder Querstreifen? Haut: rau oder glatt? Mund: spitz zulaufend oder rund? Körperform: länglich, oval oder rund? Rückenflosse: sägeförmig, flach oder länglich? Schwanzflosse: V-förmig, gewellt oder dreieckig?

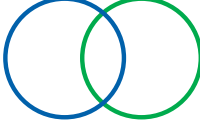
in ein einfaches Mengendiagramm ein. Zeichnen Sie zwei sich überschneidende Kreise (siehe Abb.) – einen in Blau und einen in Grün.



Suchen Sie von jeder der 12 Gattungen eine Spielfigur heraus. Ihr Kind legt nun alle Fische mit grüner Farbe in den grünen Kreis und alle blau gefärbten Fische in den blauen Kreis. Fragen Sie: „Wo legst du die Fische hin, die weder grün als auch blau sind?“ (Auf die Fläche, in der sich die beiden Kreise überschneiden.) „Wo legst du Fische hin, die weder

objets de tri en fonction de nombreux attributs. Exemples : Couleurs : rouge, orange, jaune, vert, bleu, violet, noir, marron ou blanc. Motifs : rayures, pois ou aucun motif. Rayures : verticales ou horizontales. Peau : rugueuse ou lisse. Niveau : pointu ou arrondi. Formes corporelles : long, ovale ou rond. Aléatoires supérieurs : dents de scie, plats ou longs. Queue : en éventail, enroulée ou triangulaire. Sortieren Sie die lustigen Fisch-Spielfiguren

entrecroisés, un bleu et un vert, comme indiqué.



Collectionnez un poisson de chacune des douze espèces. Demandez à l'enfant de placer les poissons de couleur verte dans le cercle vert et les poissons de couleur bleu dans le cercle bleu. Demandez-lui « Ou mets-tu les poissons qui sont de couleur bleue et verte ? » (« Dans la zone où les cercles se croisent. » Ou mets-tu les poissons qui ne sont ni bleus ni verts ? » (À l'extérieur des deux cercles.) L'enfant peut trier les



LER 0407

ages 3+ años ans Jahre grades PreK+

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# Fun Fish Counters



Figuras de peces divertidos  
Poissons à compter  
Lustige Fisch-Spielfiguren

60 pieces • pièces • Teile



12 Different fish counters!

**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 years.

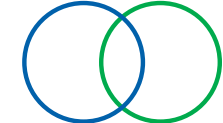


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Please retain the package for future reference.  
Made in China. LRM0407-GUD  
Hecho en China.  
Fabriqué en Chine.  
Hergestellt in China.

Conserva el envase para futuras consultas.  
Veuillez conserver l'emballage.  
Bitte Verpackung gut aufbewahren.



**ADVERTENCIA: PELIGRO DE ATRAGANTAMIENTO.**  
Pequeños juguetes. No conviene para niños menores de tres años.  
**ATTENTION: DANGER D'ÉTOUFFEMENT.**  
Petites éléments. Ne convient pas aux enfants de moins de trois ans.  
**ACHTUNG: ERSTICKUNGSGEFÄHR.**  
Kleine Teile. Nicht für Kinder unter drei Jahren geeignet.

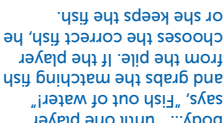


Coge una figura de cada una de las doce especies. Pide a los niños que coloquen los peces cuyos colores incluyan el verde en el círculo verde y los peces cuyos colores incluyan el azul en el círculo azul. Preguntales: «¿Donde colocaría los peces cuyos colores incluyan el verde y el azul?» (En el exterior de ambos círculos). Los niños pueden clasificar los peces según distintos atributos.

**Ejemplos:**  
**colores:** rojo, naranja, amarillo, verde, azul, morado, negro, marrón o blanco; la forma de sus **marcas:** rayas, topos o sin rayas; de arriba a abajo, de un extremo a otro; **piel:** suave o áspera; **hocicos:** afilados o redondeados; **forma del cuerpo:** alargada, oval o redonda; **aletas superiores:** alargadas, planas, serradas; **colas:** en forma de abanico, en forma de v, rizadas o triangulares.

**FR**

**Activités:**  
 Triez les poissons à compter à l'aide d'un diagramme de Venn simple. Dessinez deux cercles



body... "until one player says, "Fish out of water!" and grabs the matching fish from the pile. If the player chooses the correct fish, he or she keeps the fish. If the player is incorrect, the fish is returned to the pile, and that player sits out the rest of the turn. The caller then continues to describe the fish. The player who correctly identifies the fish keeps it until the end of the game. The caller returns the described fish to the bag and selects another. Play continues until one player has correctly pulled five fish out of the "water."

**Camouflage**  
 Fun Fish Counters can be used in a combined art/science lesson about patterns in most fish camouflage. The color often help to hide, or camouflage, them from other fish that might want to eat them. Green and brown fish can more easily hide in seaweed. Orange, red, and yellow fish are less visible when swimming near coral. Have children select a single fish counter, then draw and color an underwater world where the fish can "hide." Place the counter on the drawing. Select a different counter and place it on the drawing as well. Which is easier to see?

**ES**

**Actividades:**  
 Clasifica las figuras de los peces divertidos utilizando un sencillo diagrama de Venn. Dibuja dos círculos entrelazados como en la imagen, uno azul y otro verde.

Sort the Fun Fish Counters into schools! To begin, limit the number of species in the bucket to two (10 counters). Have the child draw fish out of the bucket one at a time and place them into same-fish "schools" on the table. After each successful school Sort, return the fish to the bucket and add one more species (5 counters). Continue until all fish counters are used for the School Sort.

**School Sort**  
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**Fun Fish Counters**  
 Counters as markers. Make a set of cards numbered from 1 to 9. Have the child count out the correct number of fish counters for each card. Make a second set of cards numbered 1 to 9. Draw one card from each set and find the sum of the two numbers using the fish counters. Repeat this activity with different number combinations.

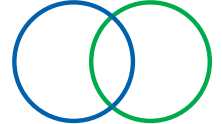
**More Sorting**  
 Sort the Fun Fish Counters using a simple Venn Diagram. Draw two interlocking circles as shown, one blue and the other green.

**Fish Out of Water**  
 Use the Fun Fish Counters to build communication and listening skills! Play Fish Out of Water with three to five players. One player is the "caller." Place one of each fish in a paper bag for the caller. Spread the remaining counters on the table in front of the other players. The caller begins describing features on the fish, such as "The fish has a pointed nose, a white stomach, a yellow

**Game**  
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