

# ABAKUS

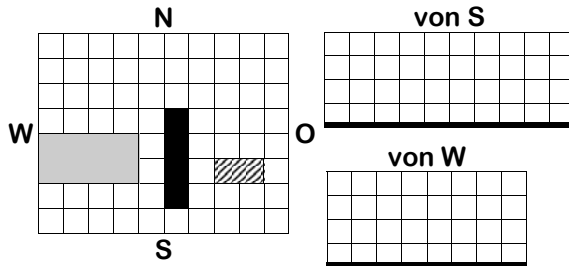
# 31

= Pflicht 5.

©us/www.schulekappelen.ch/Abakus V8

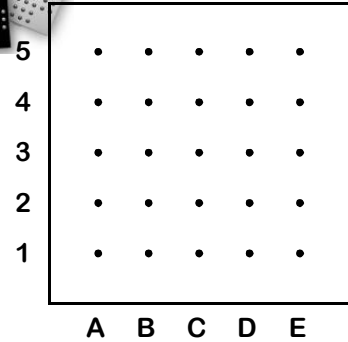
nicht markiert = freiwillig

## Quaderansichten



## Geobrett:

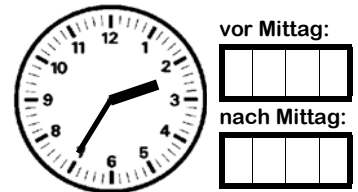
Verbinde: A1-B3-C2-D4-E5-A4-D2-C1-B5-E4-A1



## Verdoppeln / Halbieren:

	55	89	72	247	918
Verdopple					
	278	354	128	986	2544
Halbiere					

## Uhrzeit:



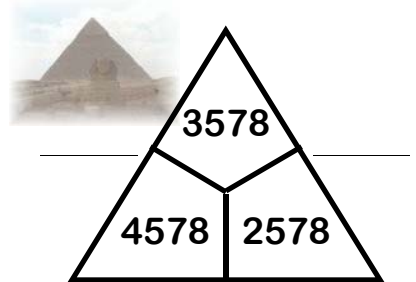
## Tabelle:

•	25	45	31
9			
12			
8			
20			

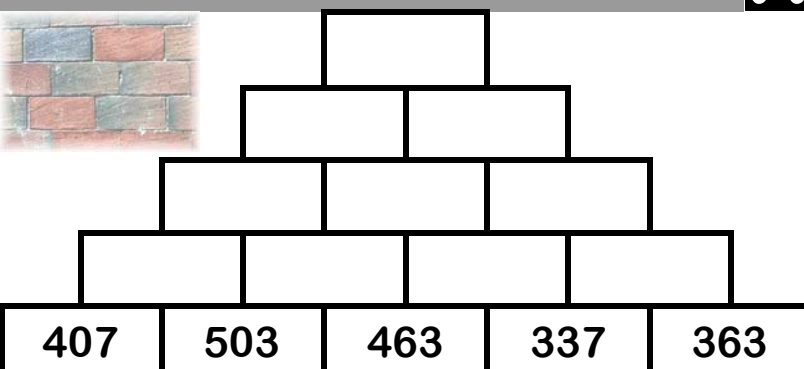
## Addition:

	8	7	5	9	6
+	3	5	4	8	7
+	1	5	7	8	0
+	5	7	8	4	0

## Rechendreieck:



## Zahlenmauer:



Reihe	Reihe	Reihe
1x = <input type="text"/>	1x = <input type="text"/>	1x = <input type="text"/>
2x = <input type="text"/>	2x = <input type="text"/>	2x = <input type="text"/>
3x = <input type="text"/>	3x = <input type="text"/>	3x = <input type="text"/>
4x = <input type="text"/>	4x = 160	4x = <input type="text"/>
5x = <input type="text"/>	5x = <input type="text"/>	5x = <input type="text"/>
6x = <input type="text"/>	6x = <input type="text"/>	6x = <input type="text"/>
7x = 560	7x = <input type="text"/>	7x = <input type="text"/>
8x = <input type="text"/>	8x = <input type="text"/>	8x = <input type="text"/>
9x = <input type="text"/>	9x = <input type="text"/>	9x = 1350
10x = <input type="text"/>	10x = <input type="text"/>	10x = <input type="text"/>