

1x1 – Memory: 1er Reihe (Multiplikation + Division)

1x1 =	2x1 =	3x1 =	4x1 =	5x1 =
1	2	3	4	5
6x1 =	7x1 =	8x1 =	9x1 =	10x1 =
6	7	8	9	10
1:1 =	2:1 =	3:1 =	4:1 =	5:1 =
1	2	3	4	5
6:1 =	7:1 =	8:1 =	9:1 =	10:1 =
6	7	8	9	10

1x1 – Memory: 2er Reihe (Multiplikation + Division)

1x2 =	2x2 =	3x2 =	4x2 =	5x2 =
2	4	6	8	10
6x2 =	7x2 =	8x2 =	9x2 =	10x2 =
12	14	16	18	12
2:2 =	4:2 =	6:2 =	8:2 =	10:2 =
1	2	3	4	5
12:2 =	14:2 =	16:2 =	18:2 =	20:2 =
6	7	8	9	10

1x1 – Memory: 3er Reihe (Multiplikation + Division)

1x3 =	2x3 =	3x3 =	4x3 =	5x3 =
3	6	9	12	15
6x3 =	7x3 =	8x3 =	9x3 =	10x3 =
18	21	24	27	30
3:3 =	6:3 =	9:3 =	12:3 =	15:3 =
1	2	3	4	5
18:3 =	21:3 =	24:3 =	27:3 =	30:3 =
6	7	8	9	10

1x1 – Memory: 4er Reihe (Multiplikation + Division)

1x4 =	2x4 =	3x4 =	4x4 =	5x4 =
4	8	12	16	20
6x4 =	7x4 =	8x4 =	9x4 =	10x4 =
24	28	32	36	40
4:4 =	8:4 =	12:4 =	16:4 =	20:4 =
1	2	3	4	5
24:4 =	28:4 =	32:4 =	36:4 =	40:4 =
6	7	8	9	10

1x1 – Memory: 5er Reihe (Multiplikation + Division)

1x5 =	2x5 =	3x5 =	4x5 =	5x5 =
5	10	15	20	25
6x5 =	7x5 =	8x5 =	9x5 =	10x5 =
30	35	40	45	50
5:5 =	10:5 =	15:5 =	20:5 =	25:5 =
1	2	3	4	5
30:5 =	35:5 =	40:5 =	45:5 =	50:5 =
6	7	8	9	10

1x1 – Memory: 6er Reihe (Multiplikation + Division)

1x6 =	2x6 =	3x6 =	4x6 =	5x6 =
6	12	18	24	30
6x6 =	7x6 =	8x6 =	9x6 =	10x6 =
36	42	48	54	60
6:6 =	12:6 =	18:6 =	24:6 =	30:6 =
1	2	3	4	5
36:6 =	42:6 =	48:6 =	54:6 =	60:6 =
6	7	8	9	10

1x1 – Memory: 7er Reihe (Multiplikation + Division)

1x7 =	2x7 =	3x7 =	4x7 =	5x7 =
7	14	21	28	35
6x7 =	7x7 =	8x7 =	9x7 =	10x7 =
42	49	56	63	70
7:7 =	14:7 =	21:7 =	28:7 =	35:7 =
1	2	3	4	5
42:7 =	49:7 =	56:7 =	63:7 =	70:7 =
6	7	8	9	10

1x1 – Memory: 8er Reihe (Multiplikation + Division)

1x8 =	2x8 =	3x8 =	4x8 =	5x8 =
8	16	24	32	40
6x8 =	7x8 =	8x8 =	9x8 =	10x8 =
48	56	64	72	80
8:8 =	16:8 =	24:8 =	32:8 =	40:8 =
1	2	3	4	5
48:8 =	56:8 =	64:8 =	72:8 =	80:8 =
6	7	8	9	10

1x1 – Memory: 9er Reihe (Multiplikation + Division)

1x9 =	2x9 =	3x9 =	4x9 =	5x9 =
9	18	27	36	45
6x9 =	7x9 =	8x9 =	9x9 =	10x9 =
54	63	72	81	90
9:9 =	18:9 =	27:9 =	36:9 =	45:9 =
1	2	3	4	5
54:9 =	63:9 =	72:9 =	81:9 =	90:9 =
6	7	8	9	10

1x1 – Memory: 10er Reihe (Multiplikation + Division)

1x10 =	2x10 =	3x10 =	4x10 =	5x10 =
10	20	30	40	50
6x10 =	7x10 =	8x10 =	9x10 =	10x10 =
60	70	80	90	100
10:10 =	20:10 =	30:10 =	40:10 =	50:10 =
1	2	3	4	5
60:10 =	70:10 =	80:10 =	90:10 =	100:10=
6	7	8	9	10