

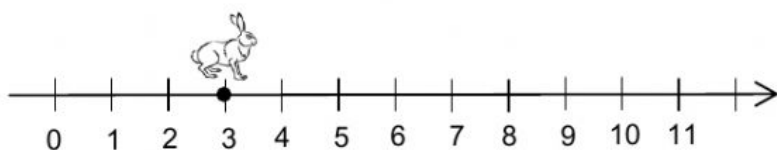
[ Oś liczbowa w zakresie 10 ]

# Szaraczek



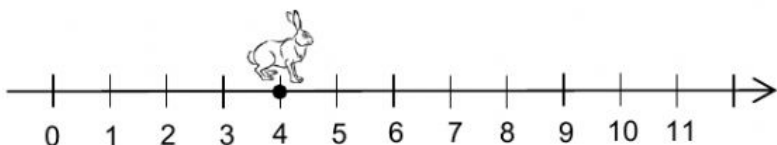
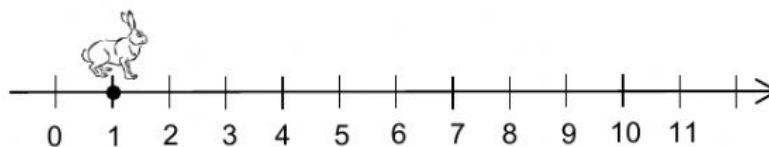
Pokaż szaraczkowi, jak powinien skoczyć, by obliczyć każde z działań.

$2 + 3 = \dots\dots$



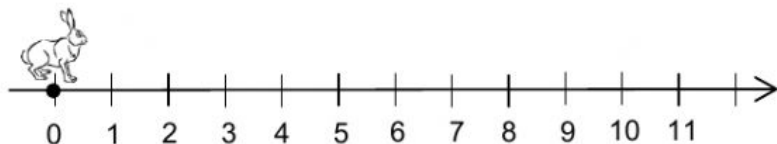
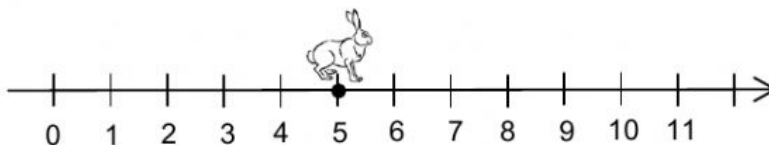
$3 + 4 = \dots\dots$

$1 + 6 = \dots\dots$



$4 + 2 = \dots\dots$

$5 + 5 = \dots\dots$



$0 + 7 = \dots\dots$