## Kaleidoskop Thema 1



AGE
TO CAMP
TO TURN ON
THAT WORKS
TO EXPRESS
DEVELOPMENT
CURIOUS,EAGER
TO REACH, ATTAIN
TO FIND OUT, OBSERVE
BOUNDARY, BORDER, LIMIT

FAVORITE EXPERIENCE IN NO CASE
TRAFFIC JAM
POSSIBLILTY
DEPARTMENT STORE
TO ADMIT, OWN UP TO
TO HAVE A GOOD SLEEP
TO BE LAZY, TAKE IT EASY

ETERNAL UP TO NOW TO DISTURB TO COMPARE TO WORK OUT LEISURE TIME SMOOTH, SLIPPERY TO DO, TO UNDERTAKE ACTIVITY, OCCUPATION

## Solution

$$
\begin{aligned}
& \text { R I P W P F Y FREIZEITZUHIF } \\
& \text { O EV J W E Y WK K R FA A C D URBE } \\
& \text { GZHBOW F A L R G AUCNZKIX S } \\
& \text { P NP P Y JUAEQ S UTGXTSCRT } \\
& \text { VEVSCFFQRGWLNNIHIDOS } \\
& \text { O R C B HA JTR NBENREWLBRT } \\
& \text { NGAANMVIEUTNARZZEENE } \\
& \text { EFUNENZEILCZPU F HTSEL } \\
& \text { M S F E H E E K C K A E S O T L L C F L } \\
& \text { H A K B C P R H H C M N E N A R I H A E } \\
& \text { E U E E A P L C E I P F G E R A E Ä L N } \\
& \text { N S I G M A E I N W E O H H T C B F H P } \\
& \text { R S N U NLBLCTN J O C M H LTC G } \\
& \text { E P E Z A K N G P N A K T I M Z I I S E } \\
& \text { T R NVWH I ÖNEV DTEDSNGSO } \\
& \text { N E F E OLSM IVOEALWO GUUB }
\end{aligned}
$$

$$
\begin{aligned}
& K H L V Z O D R K T C J G R J M G G X Q \\
& \text { E ELFUPTHKFAWVEKLAPPT } \\
& \text { JNK Q AMCSOKPUFVVCXODO }
\end{aligned}
$$

