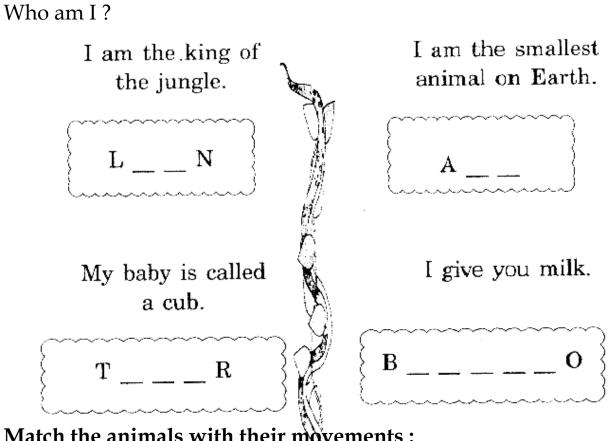
## **RIDDLE TIME**



Match the animals with their movements :

