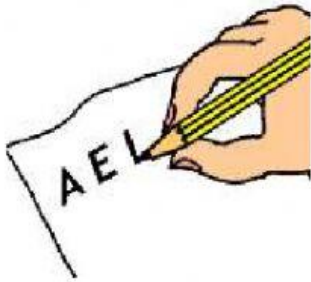


Read and match.



say

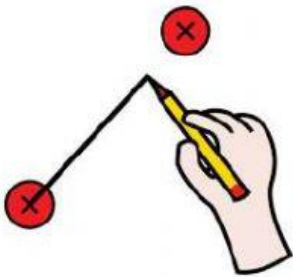
match



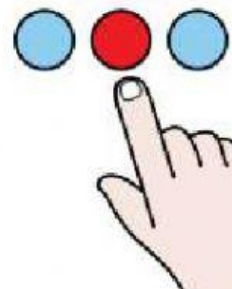
circle



write



listen



number



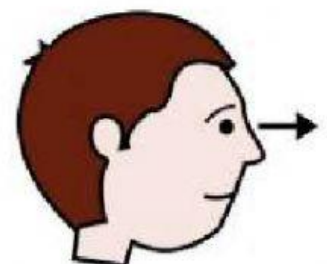
read



point



look



draw

1 2 3