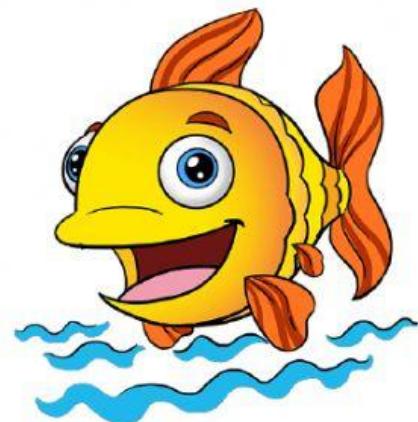


# PHONICS SOUNDS & OBJECTS. PT2

Draw a line to match the sounds to the correct objects.

d



e



f

