

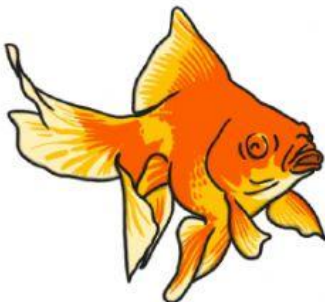
Match the animals to its movement.



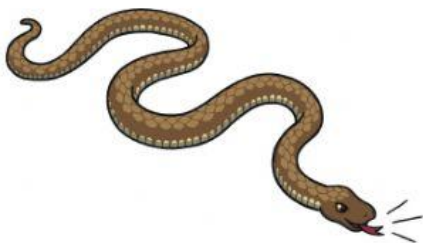
run



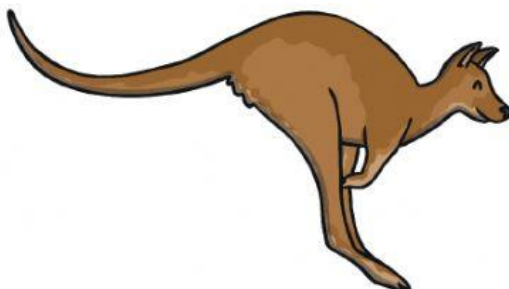
swim



fly



Hop



crawl