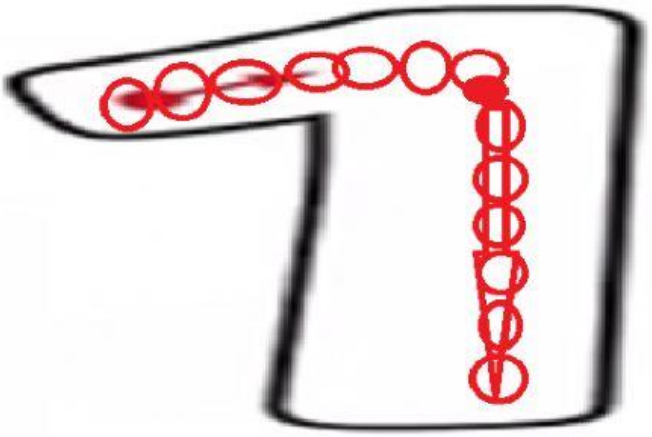
# NUMBER 1

Match the numeral one (1) to the correct number of objects.

# Trace Number 1

## (Follow the direction of the arrows)



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