

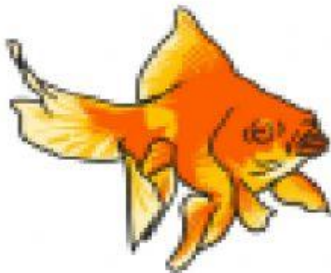
Match the animals to its movement.



run



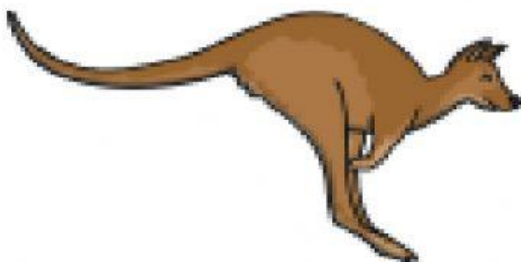
swim



fly



jump



drag