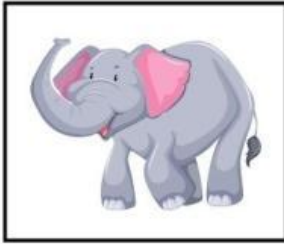




Animal Movements

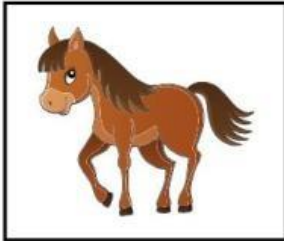
Draw a line to connect the animal to its movement.



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run



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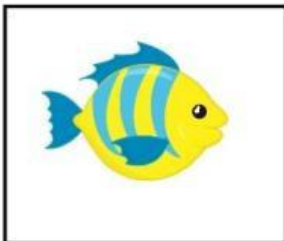
swim



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crawl



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walk



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jump