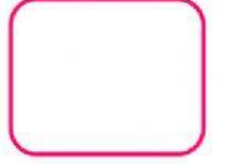
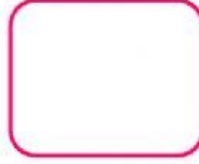


Karakterlerin Teremok'a gelme
sirasını hatırla ve uygun sayıları
keserek yerlerine yapıştır.



Remember the order in which
the characters come to
Teremok and cut-past the
appropriate numbers.



1

2

3

4

5

6

LIVEWORKSHEETS