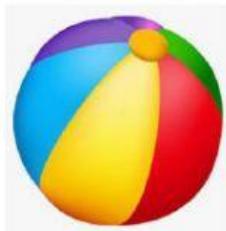


How objects move
Draw a line to match the objects to
their correct movement.



lift 



push 



roll 



pull 