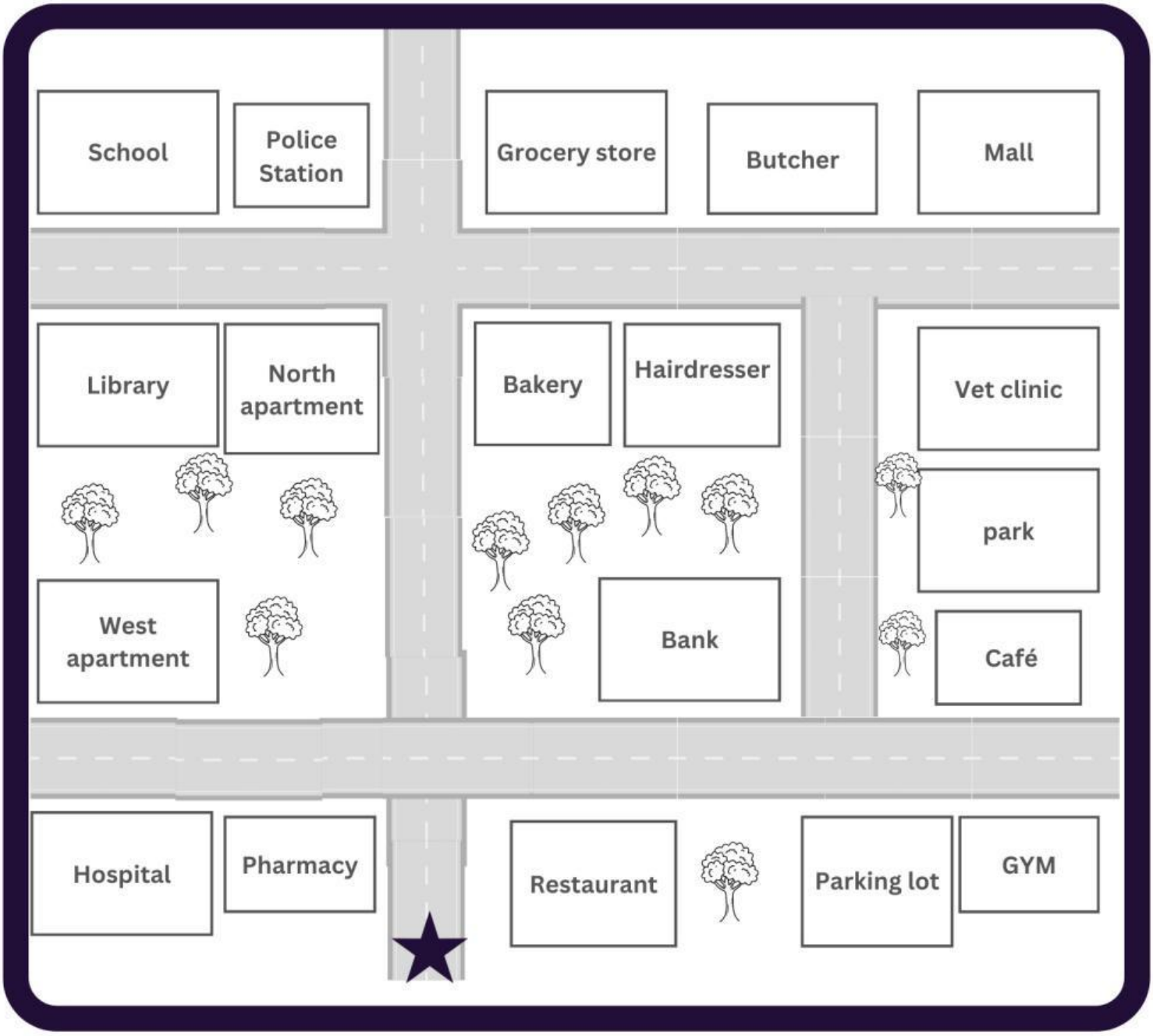
Part A: Listen to the audio and fill in the missing town locations based on the given directions



LIVEWORKSHEETS