

ACTIVITY 6

1 This is Lucy's pencil case. Label the objects. *a*

SHARPENER

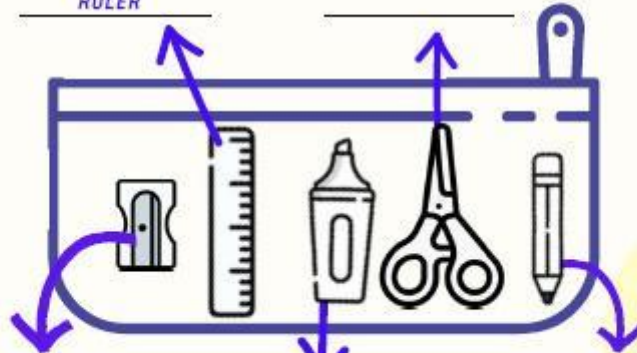
PENCIL

MARKER

SCISSORS

~~RULER~~

RULER



(images from flaticon.com)

LIVEWORKSHEETS