COMPETENCE BASED CURRICULUM

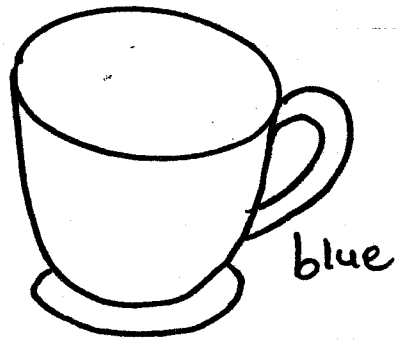
TISMAR CODE 03

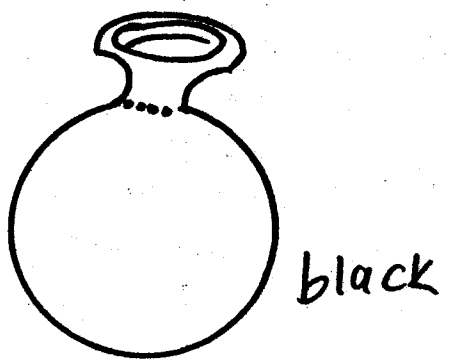
PP1 - END OF TERM 1 - 2020

CREATIVE & PSYCHOMOTOR ACTIVITIES

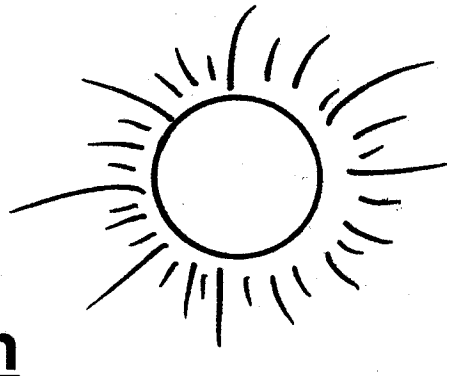
NAME:.....SCHOOL.....

1. Read and colour









2. Complete the pattern

X = X = X



b - b - b - b

a a a a

c c c c

