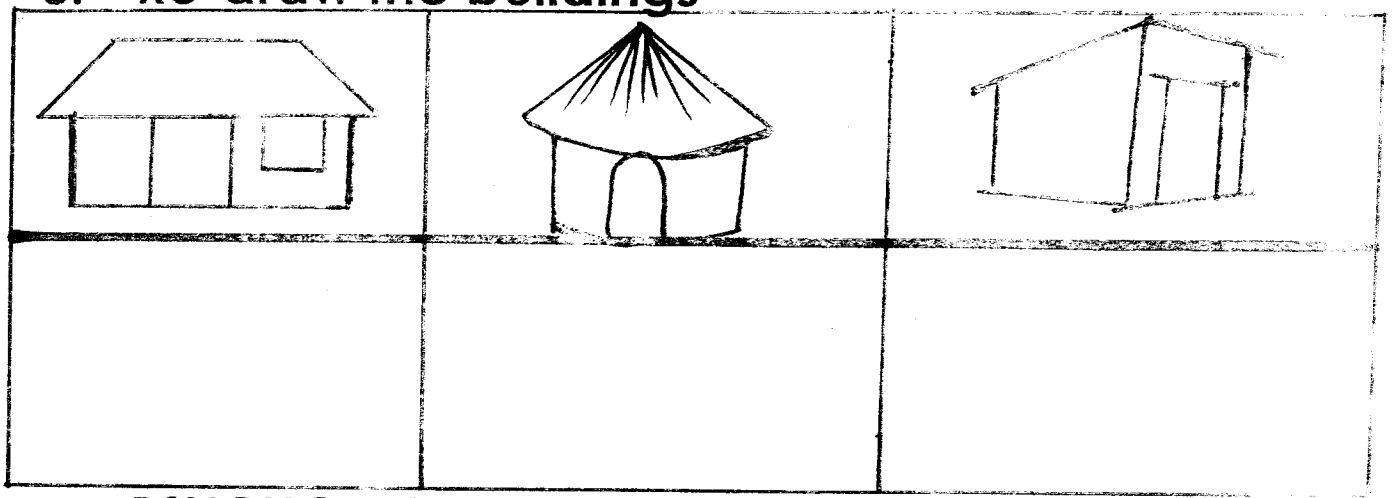
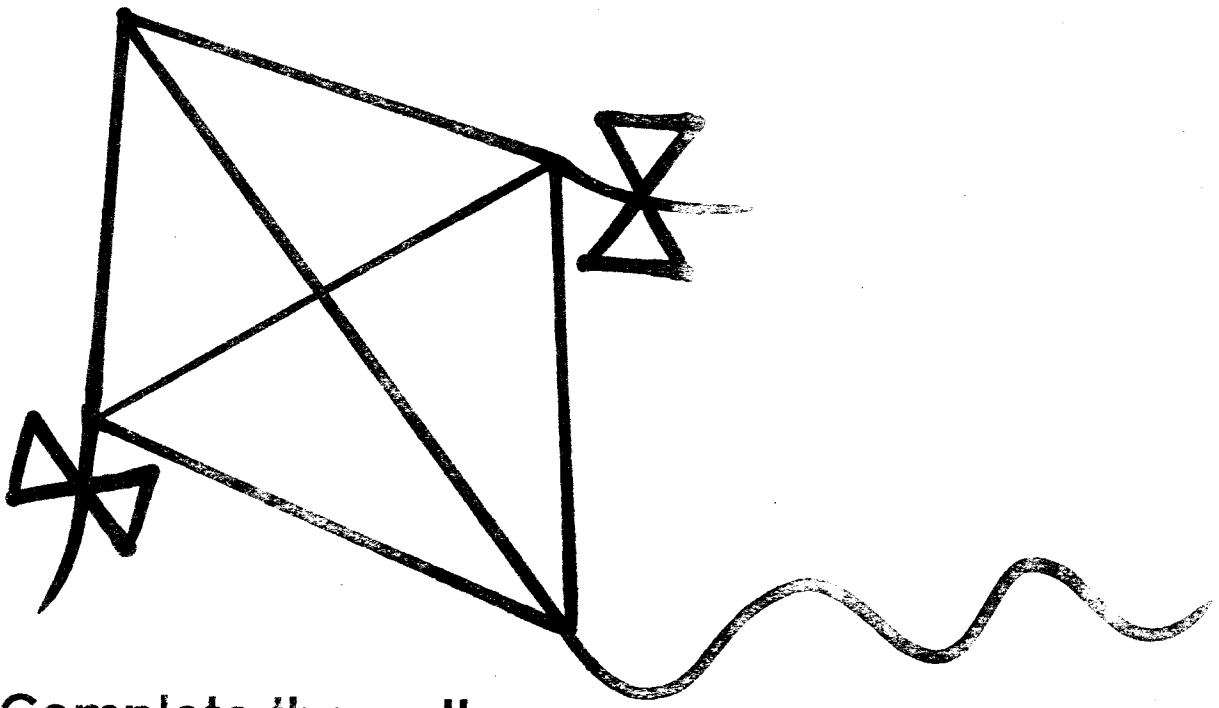
3. Re-draw the buildings



PSYCHOMOTOR AND CREATIVE ACTIVITIES

4. Colour the kite



5. Complete the pattern

S : S : S :

b // b // _____