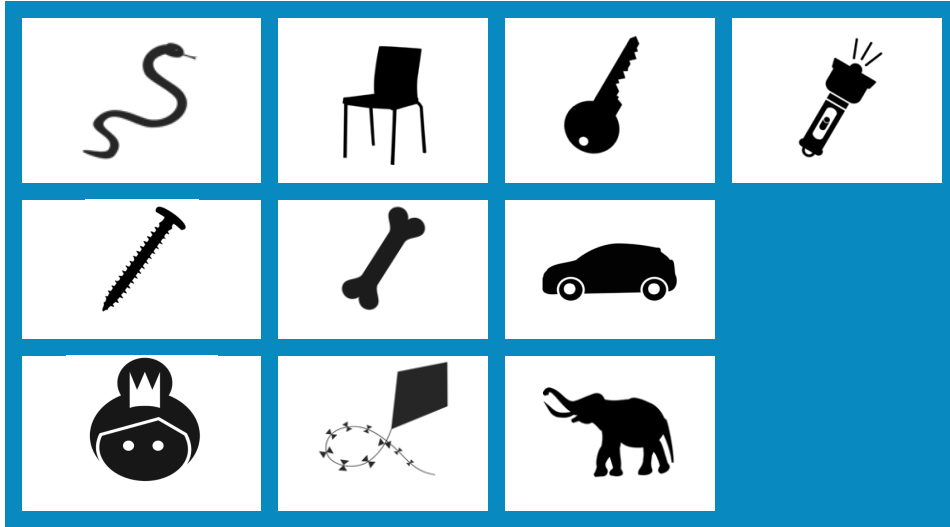


Orienteering using Phonics and Number Markers – AS2



Control
1
4
9

