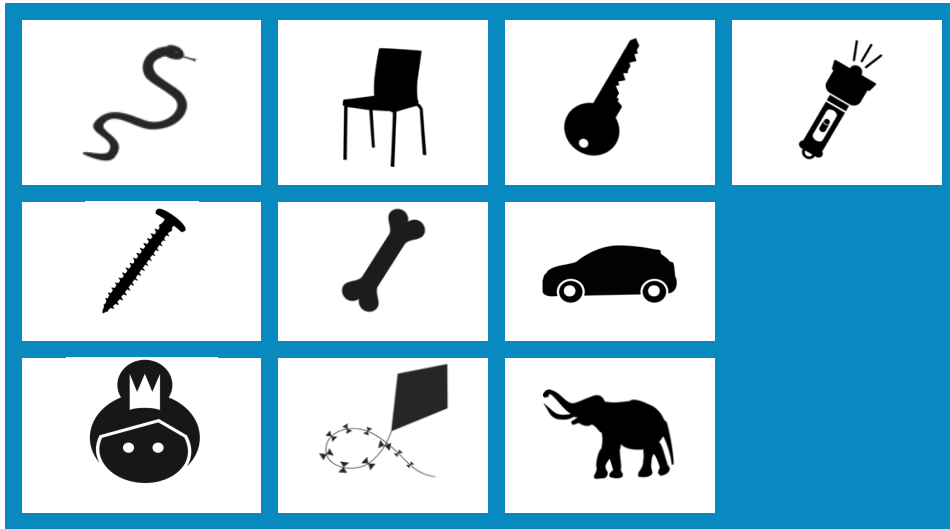


Orienteering using Phonics and Number Markers – AS6



Control
1
6
7
4
5
9

