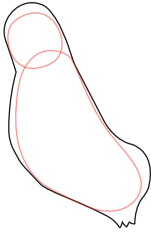


Dibújame

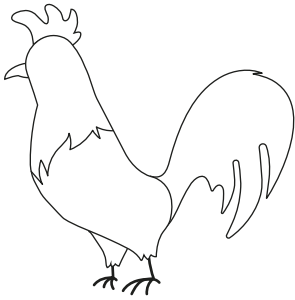
un gallo.

Las diferentes etapas

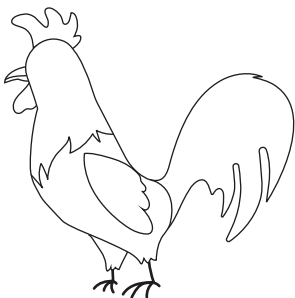
1



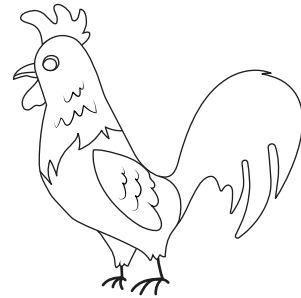
2



3



4



Practica primero.



¡Su movimiento ahora!