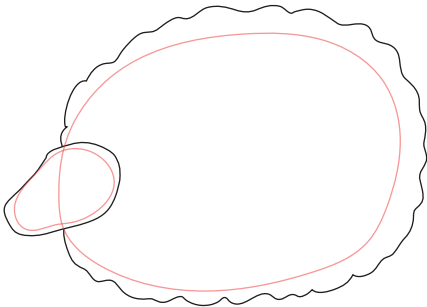


Dibújame

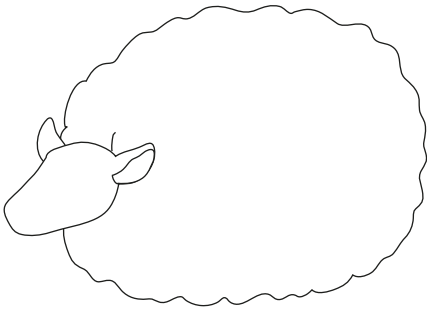
una oveja

Las diferentes etapas

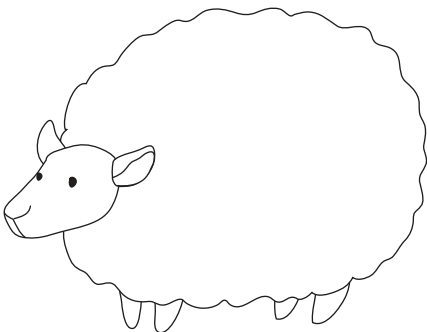
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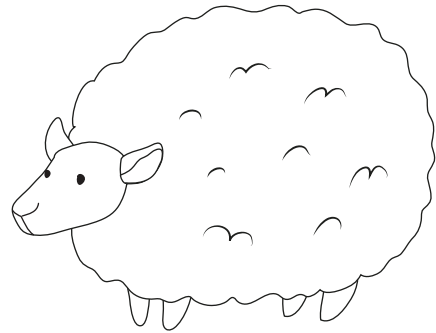
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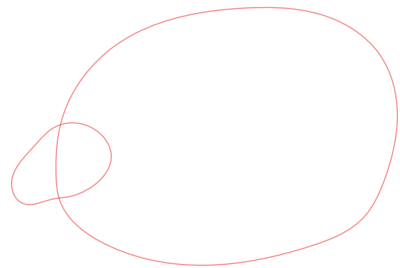
3



4



Practica primero.



¡Su movimiento ahora!