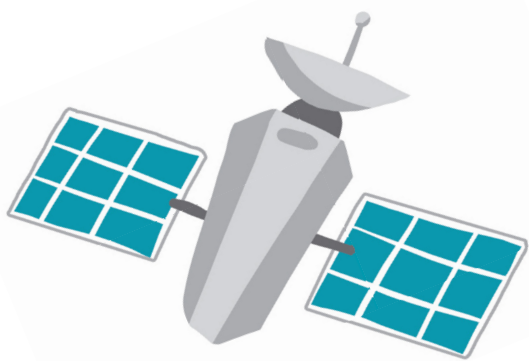
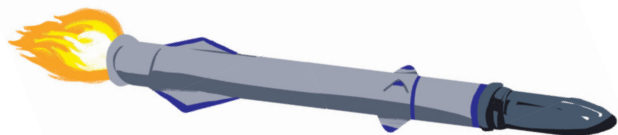
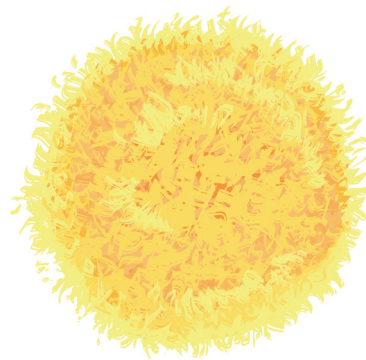


Pokoloruj tyle pól, ile sylab słyszysz w nazwie każdego obiektu.



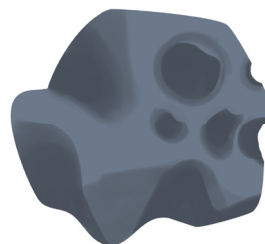












Na tropie sylab

