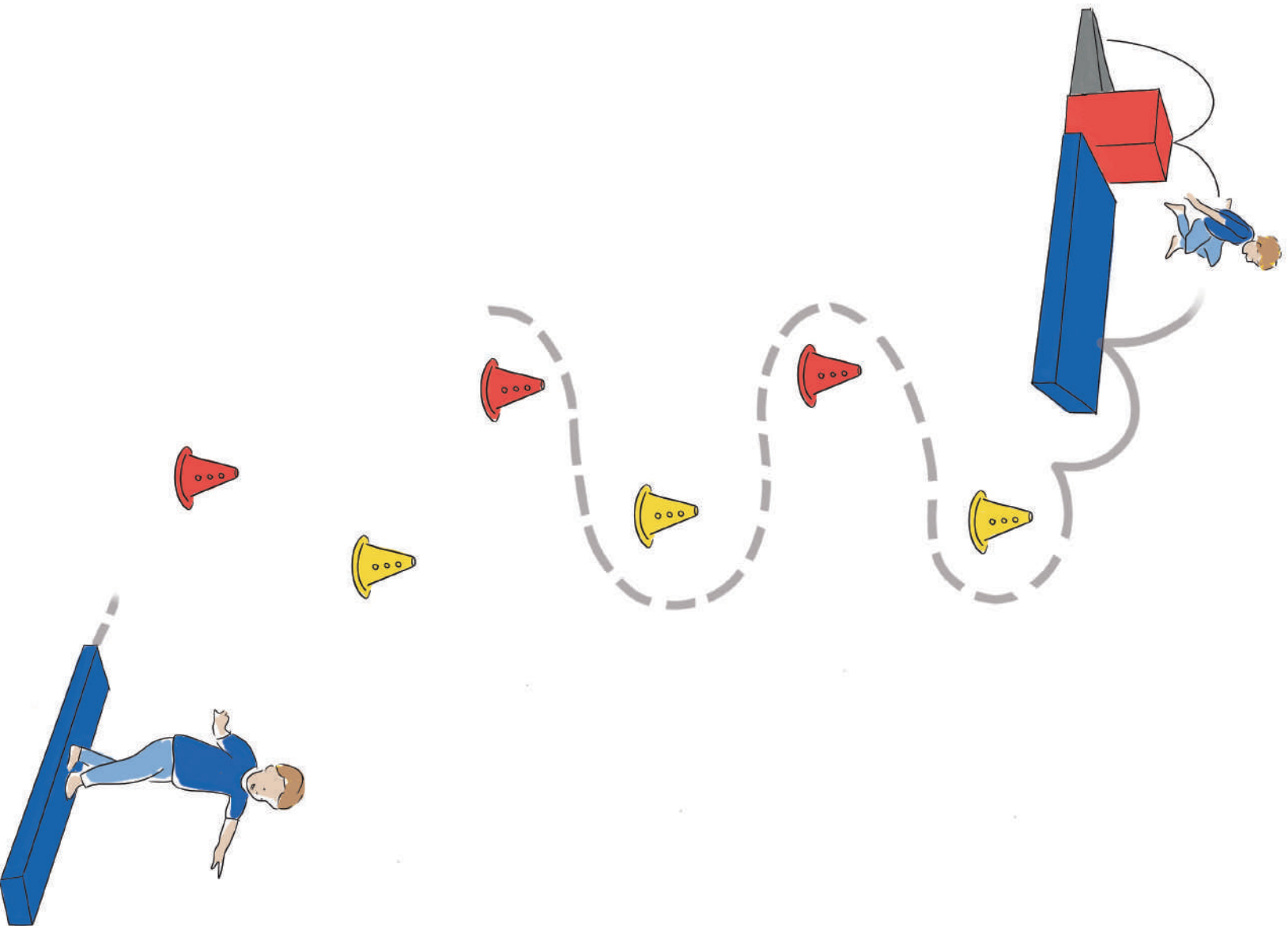
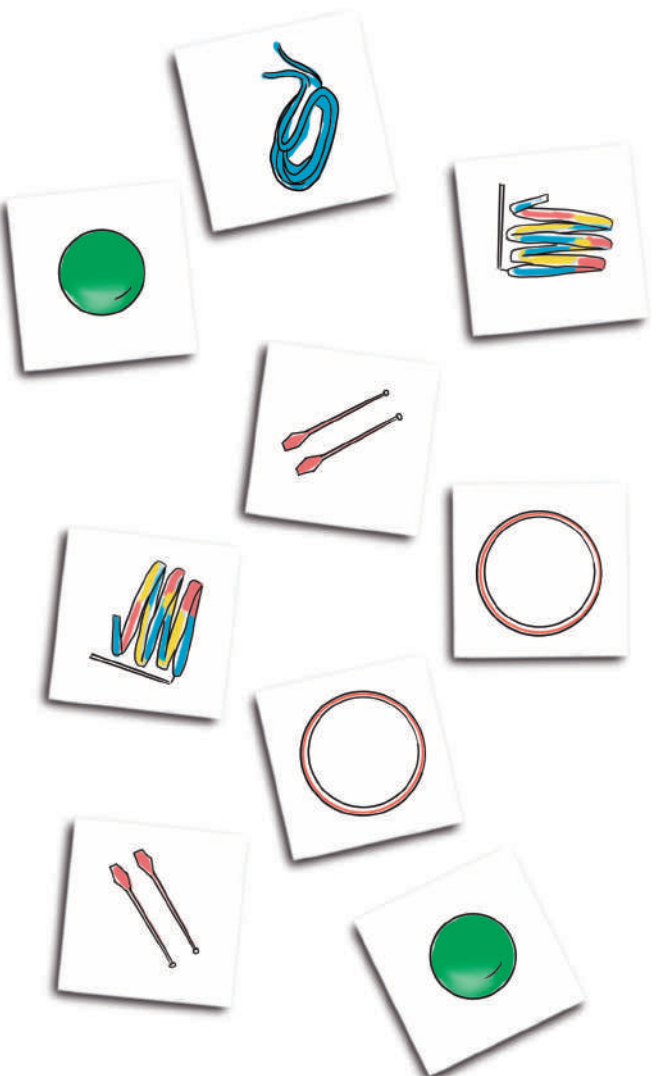
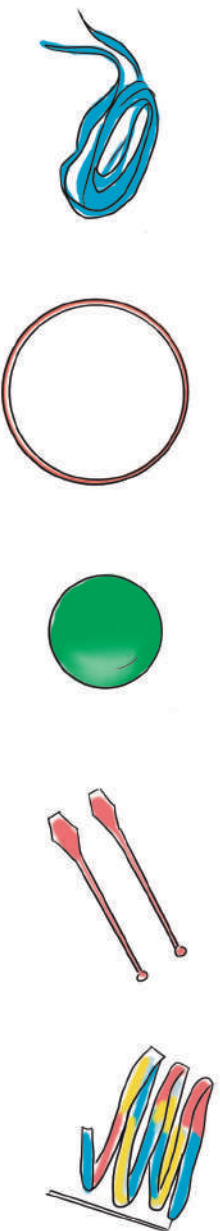
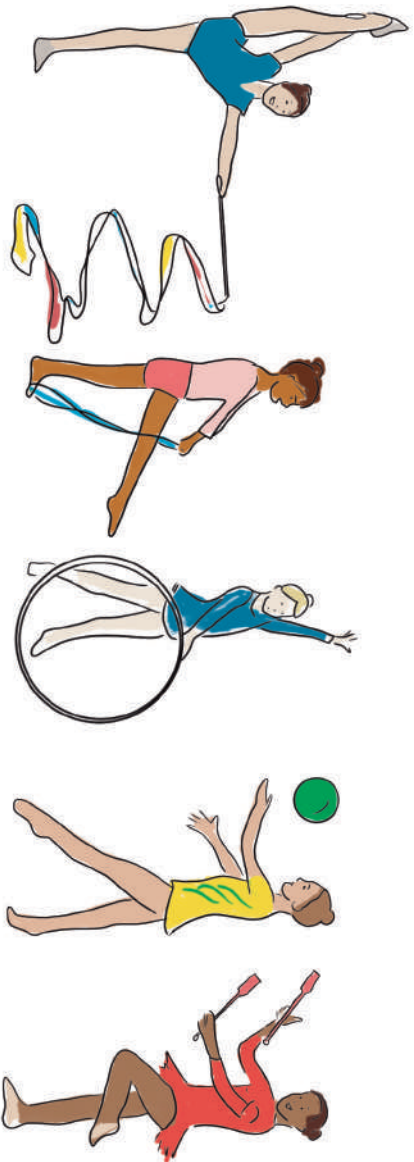


Relie les pointillés et continue le tracé du parcours sans toucher les plots



Relie chaque gymnaste à son engin



Retrouve l'ombre qui correspond à la gymnaste

