





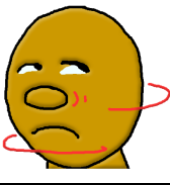















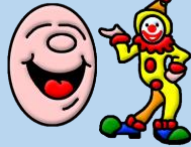


















Core Language – Hiking and Camping

Language Board – Unity

I 	yes 	awesome 	woodland animal 	tree 	pond 	no (not) 	trail 
you 	is 	tell 	work 	on 	what 	woods 	all done 
it 	camp 	hike 	like 	go 	more 	funny 	stop 
he 	look 	bike 	up 	do 	out 	care for 	help 
she 	not 	campfire 	different 	down 	outdoors 	in 	off 