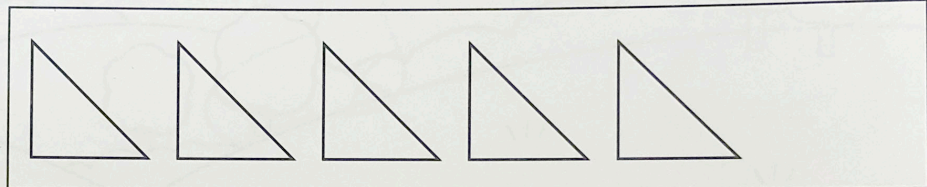
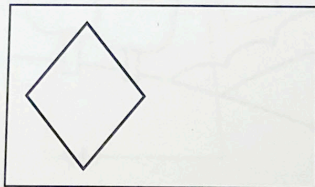
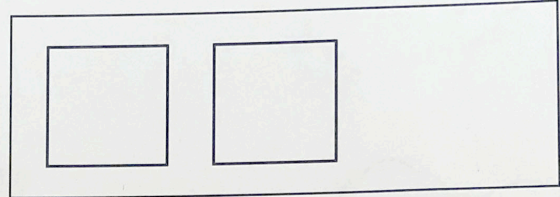
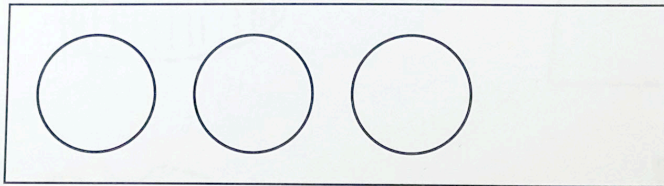
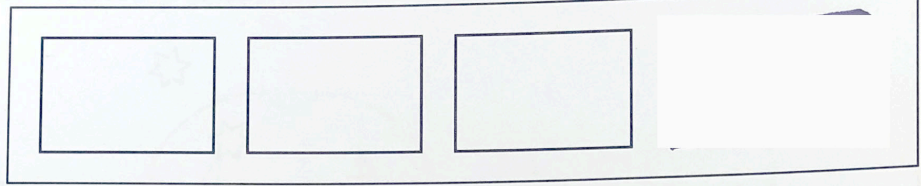
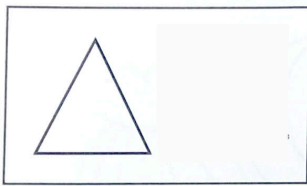


1 more with numbers up to 5

Draw 1 more of each shape. Then count the shapes.



Draw 1 more button on each gingerbread man. Then write how many buttons it has.

