











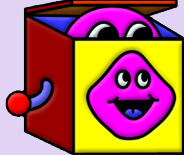


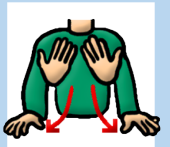



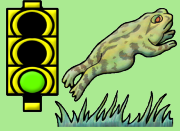
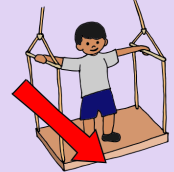






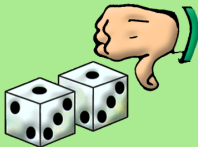





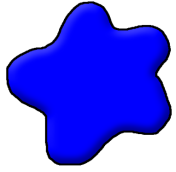



Core Language – Trouble

Language Board – Unity

I (my) 	move 	what 	where 	who 	yes 	no (not) 	more 
you 	do 	like 	play 	in 	out 	something different 	all done 
it 	see 	stop 	go (got) 	forward 	back 	awesome 	funny 
he 	my turn 	your turn 	lose 	win 	help 	one 1	two 2
she 	yellow 	red 	blue 	green 	three 3	four 4	five 5