

**Unit 3**  
**Ready, Steady, Go**

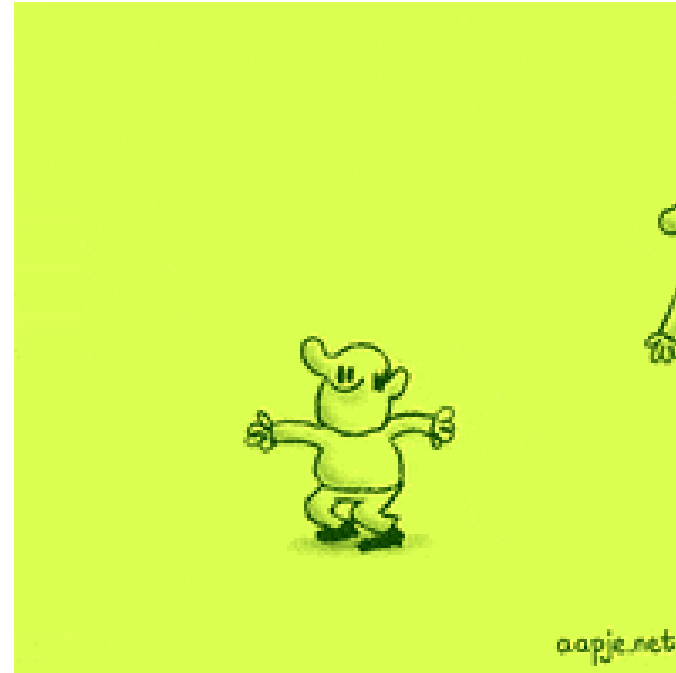
**Wave**



**Stand**



**Hop**





Fall

**Flap**



Wiggle





Nod