

1

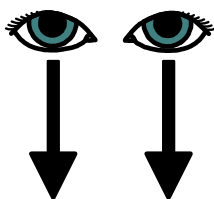


Spring

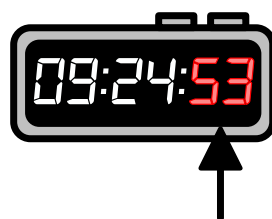


snabbt.

2



Titta på

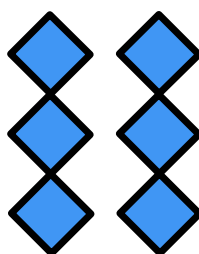


tiden.

3



Spring

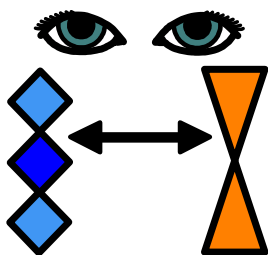


lika

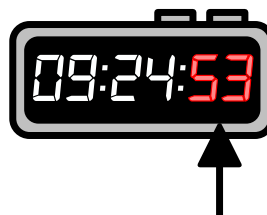


snabbt.

4

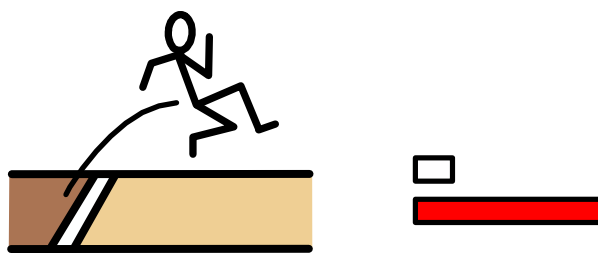


Jämför



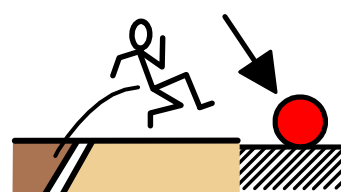
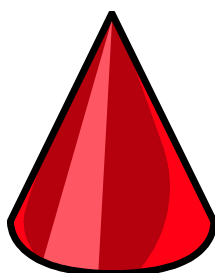
tiden.

1



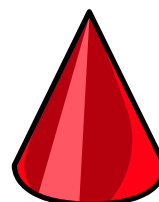
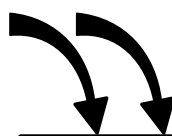
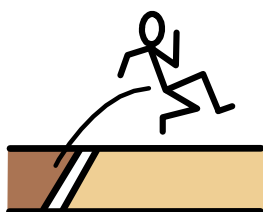
Hoppa långt.

2



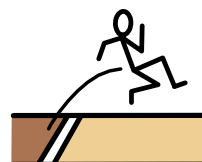
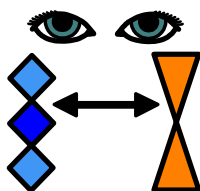
Sätt en kon där du landar.

3



Hoppa igen, mot konen.

4



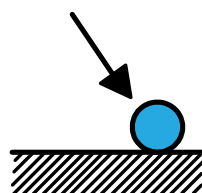
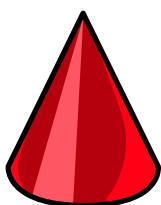
Jämför hoppen.

1



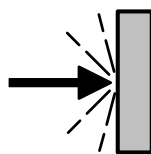
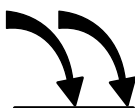
Kasta bollen långt.

2



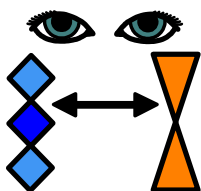
Sätt en kon där bollen landar.

3



Kasta igen, försök träffa konen.

4



Jämför kasten.