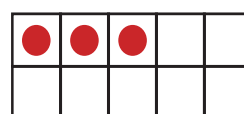


numeral

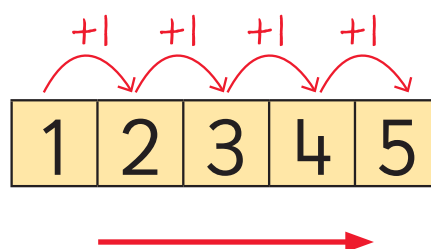
1 2 3 4
5 6 7 8
9 10

count

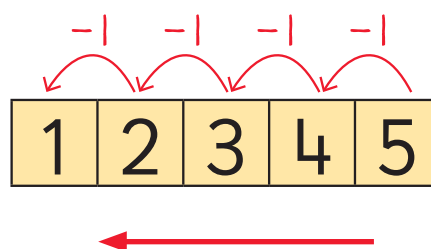


1, 2, 3

forwards



backwards



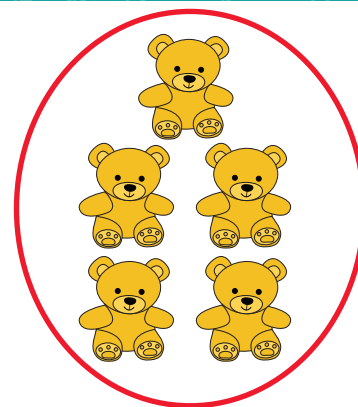
same



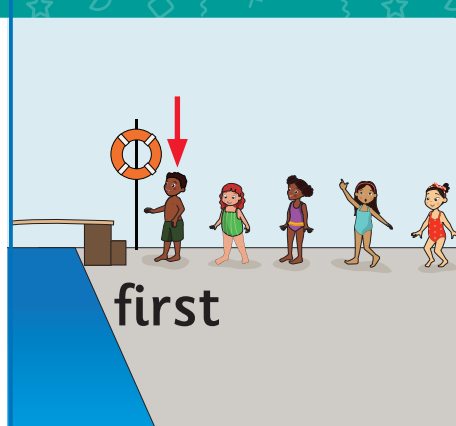
different



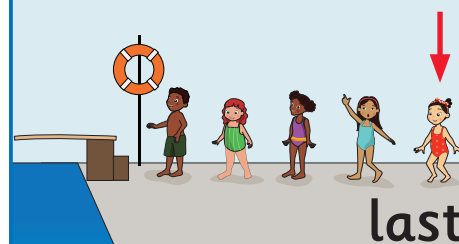
group



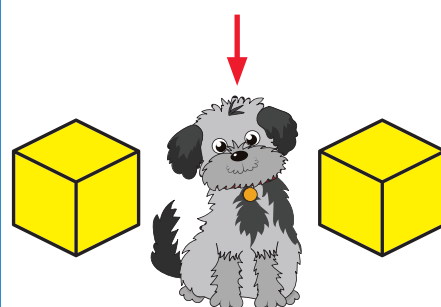
first



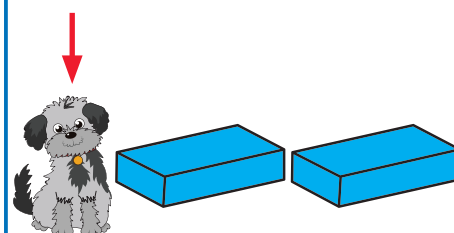
last



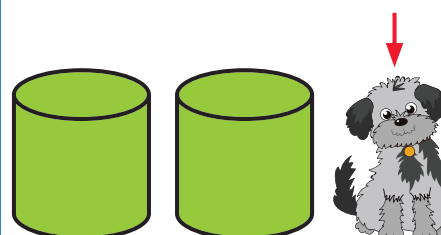
in-between



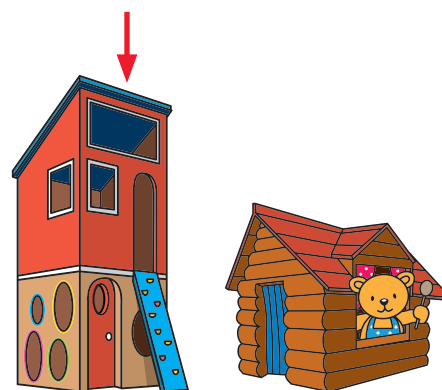
before



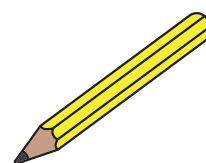
after



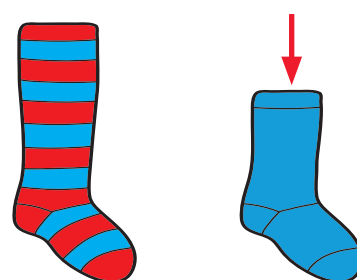
taller



short



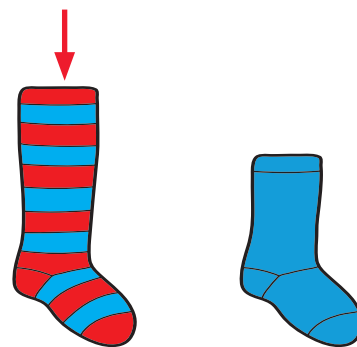
shorter



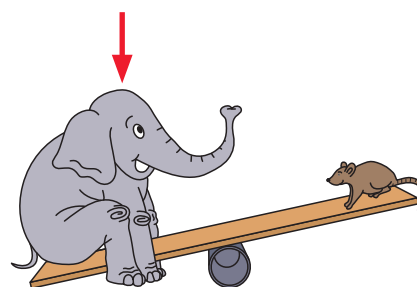
long



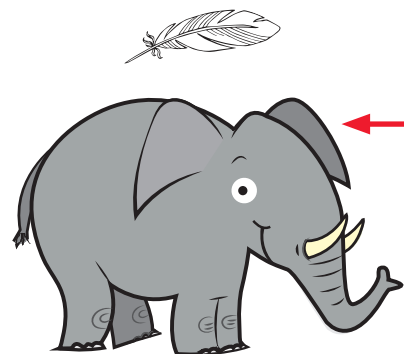
longer



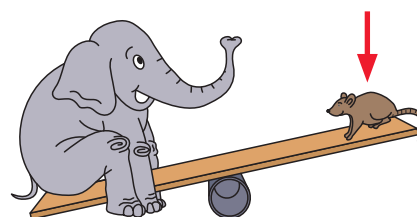
heavy



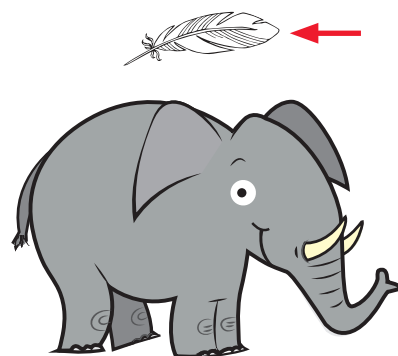
heavier



light



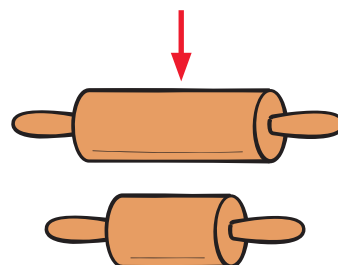
lighter



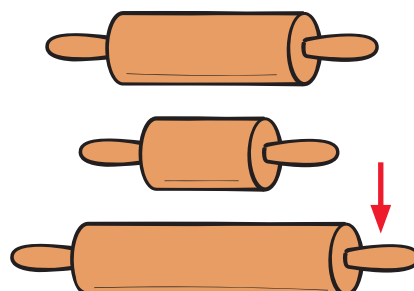
wide



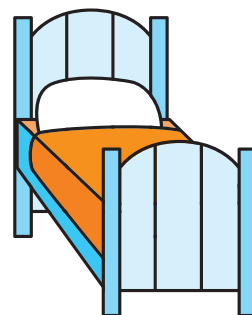
wider



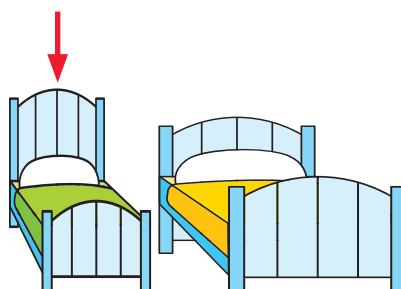
widest



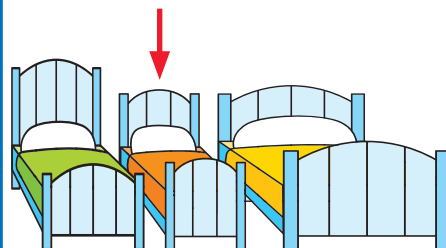
narrow



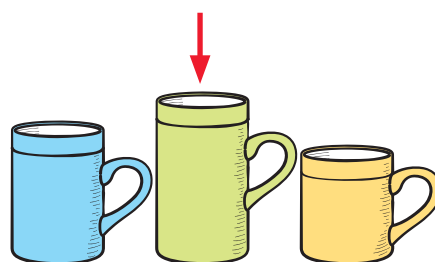
narrower



narrowest



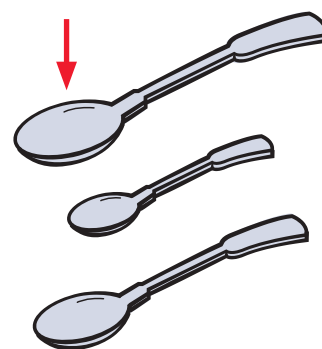
tallest



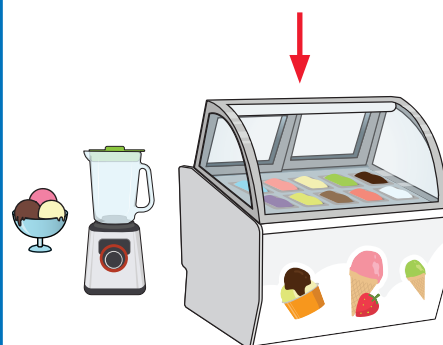
shortest



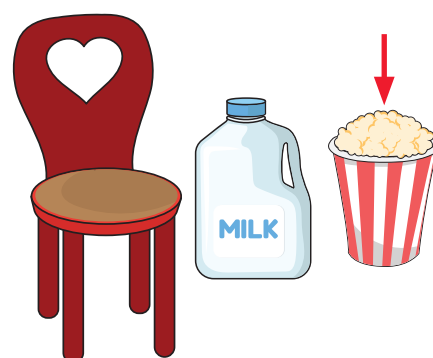
longest



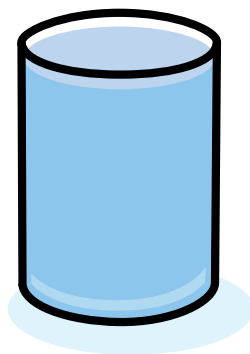
heaviest



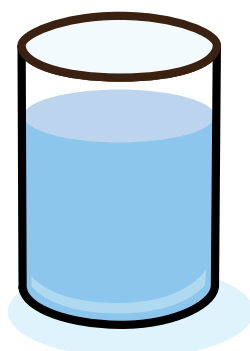
lightest



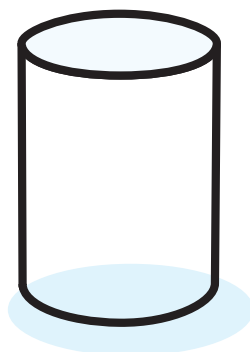
full



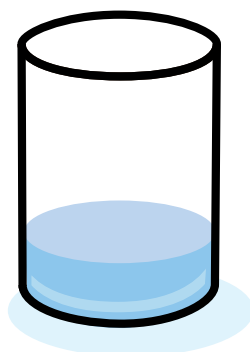
nearly full



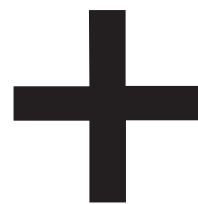
empty



nearly empty



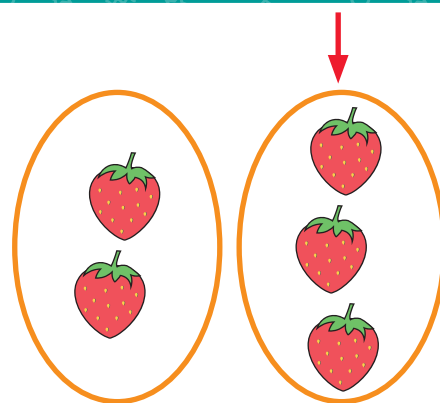
plus



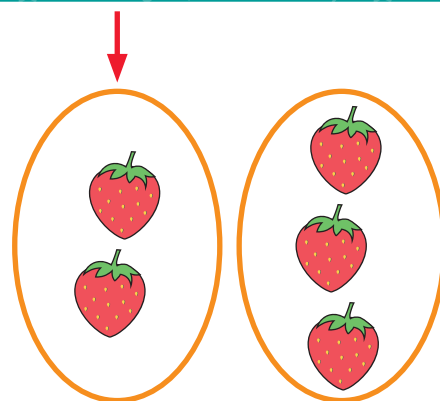
equals



more



less



add



night



morning



light



dark



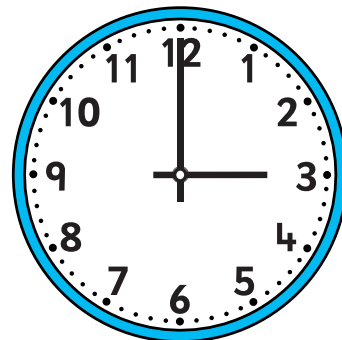
early



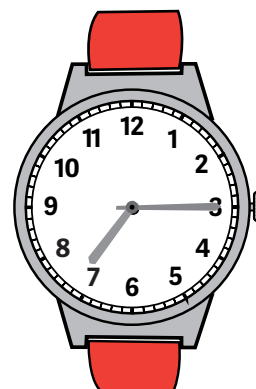
late



clock



watch



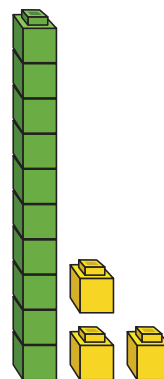
timer



calendar

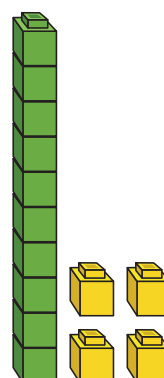
June						
M	T	W	T	F	S	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

thirteen



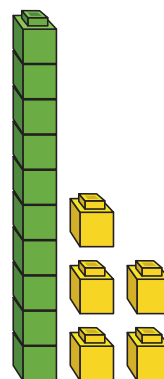
13

fourteen



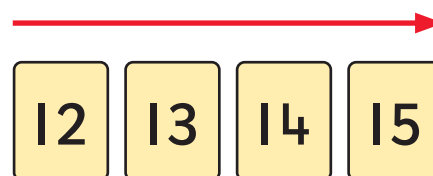
14

fifteen

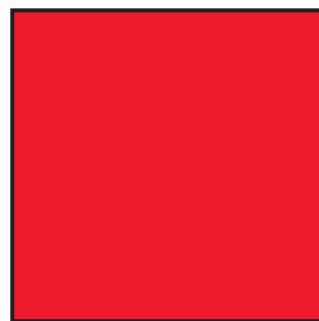


15

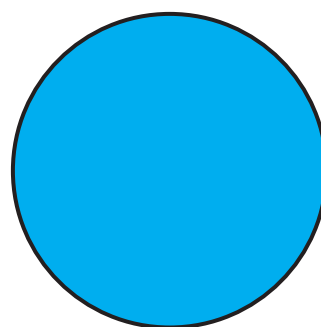
order



square



circle



rectangle



triangle



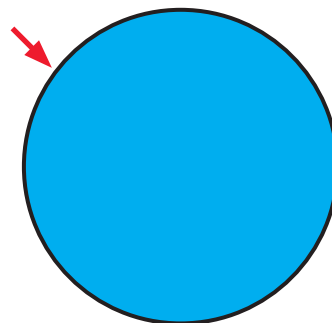
side



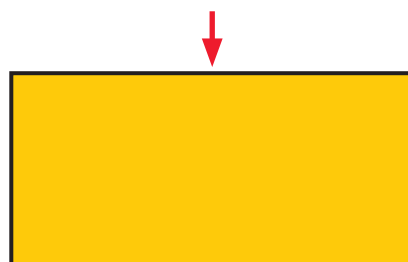
corner



curved



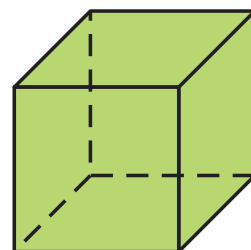
straight



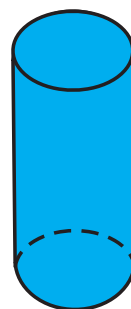
opposite



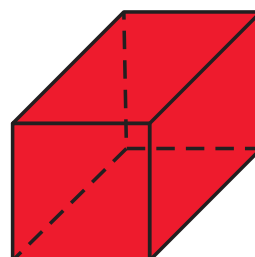
cube



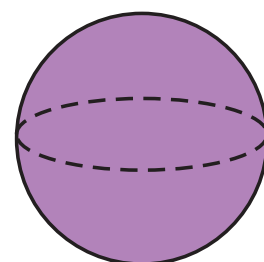
cylinder



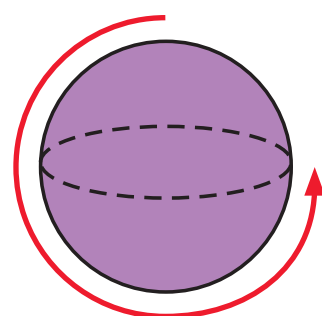
cuboid



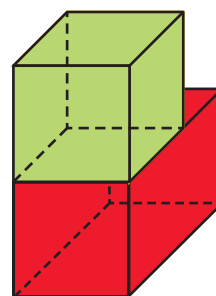
sphere



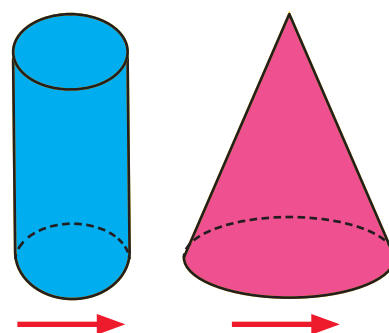
roll



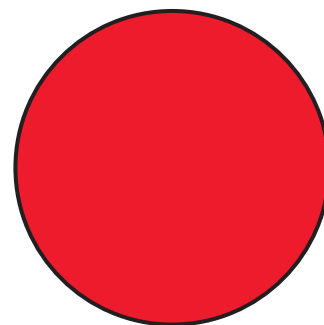
stack



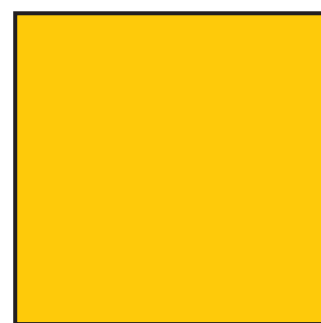
slide



round



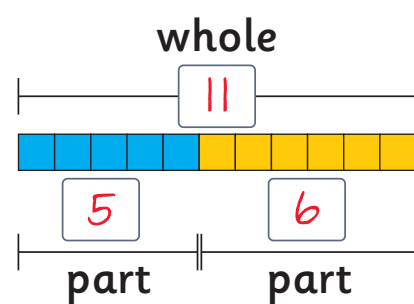
flat



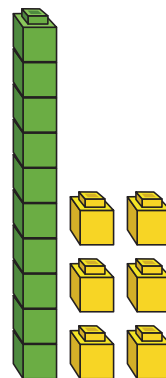
combine



bar model

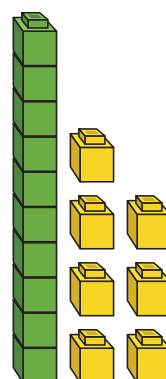


sixteen



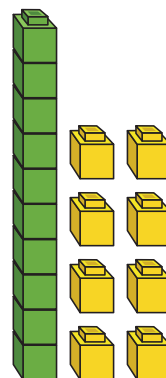
16

seventeen



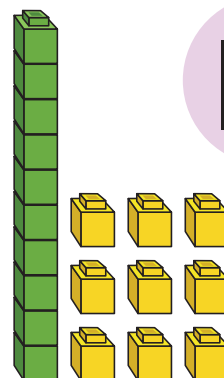
17

eighteen



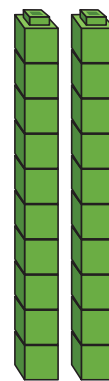
18

nineteen



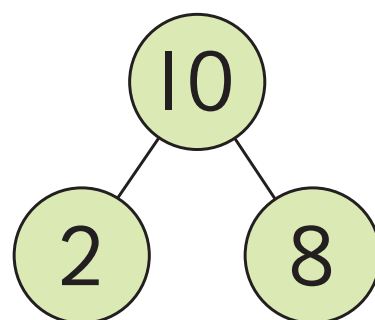
19

twenty

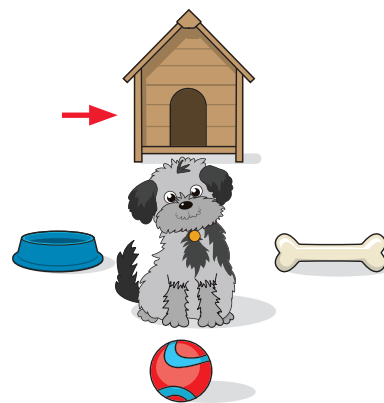


20

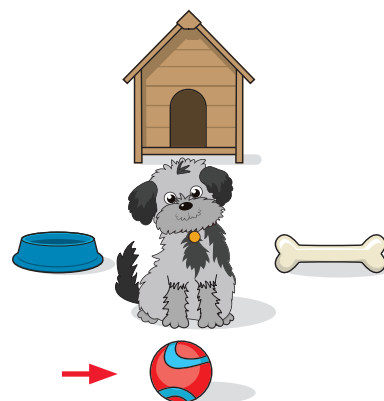
partition



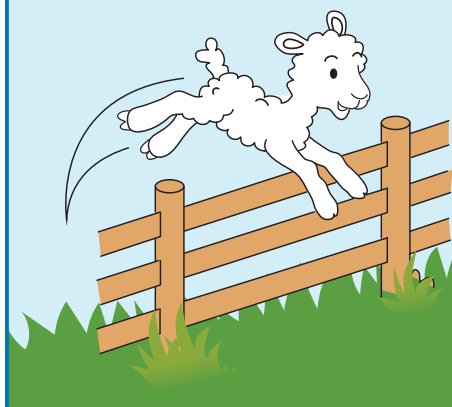
behind



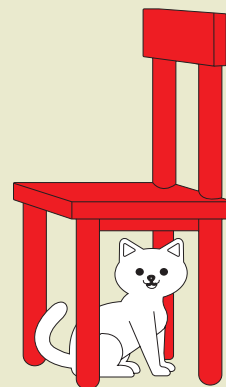
in front of



over



under



beside



between



in



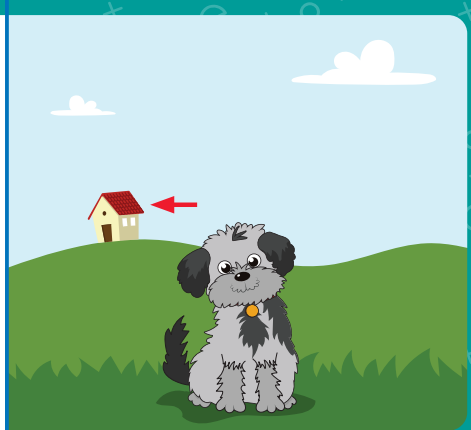
on



near



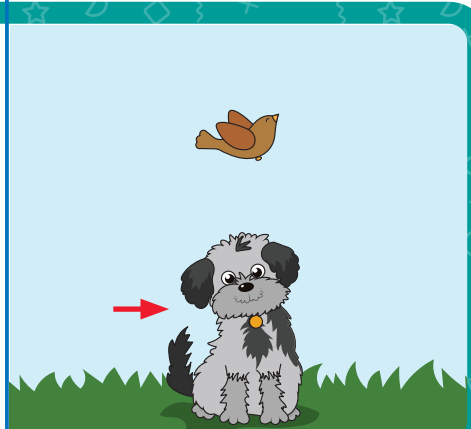
far away



above



below



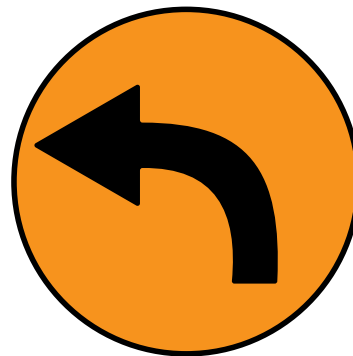
inside



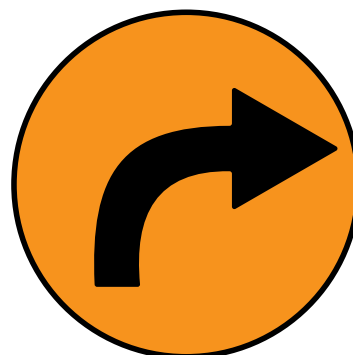
outside



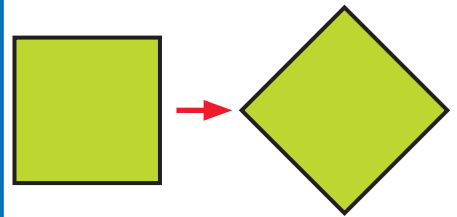
left



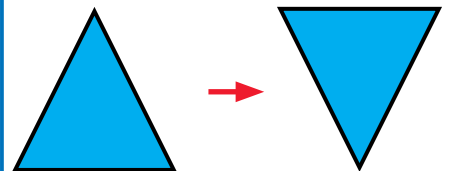
right



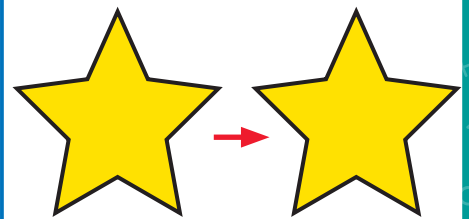
turn



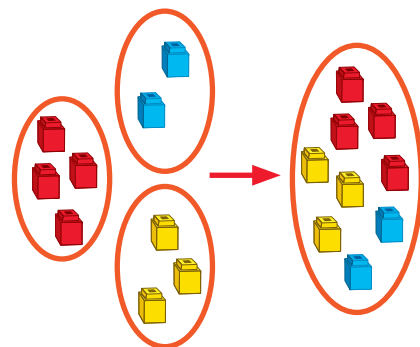
flip



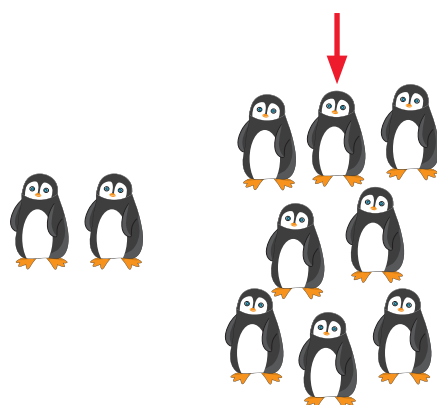
slide



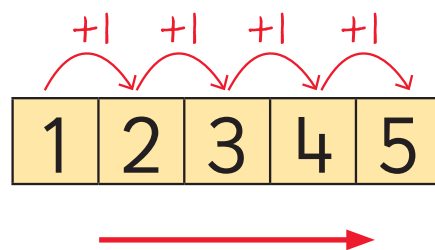
in total



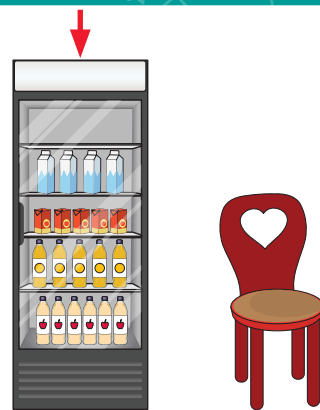
many more



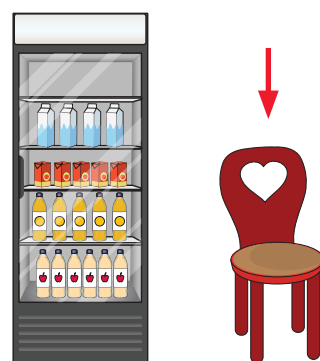
count on



heavier than



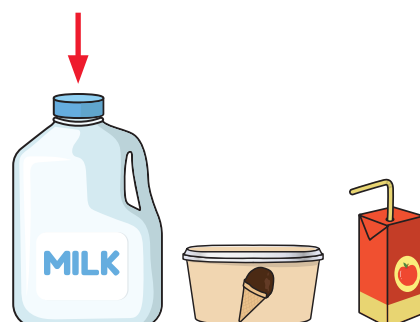
lighter than



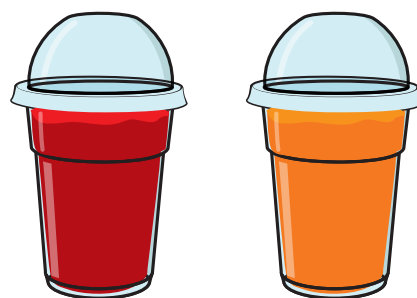
holds the
least



holds the
most



**holds the
same**



**weighs the
same**

