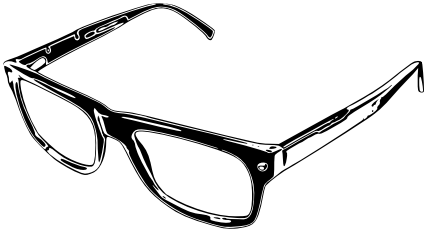


Name: \_\_\_\_\_

# gl Blend

Write **gl** if the picture name begins with the **gl** sound.



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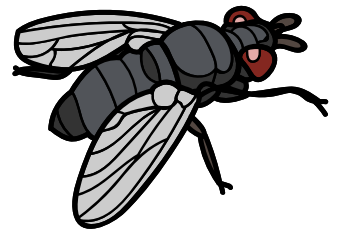
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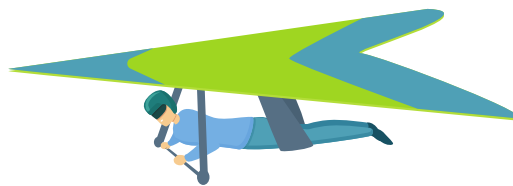
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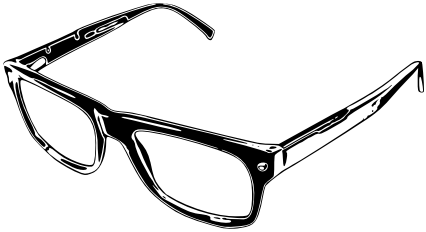
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Name: \_\_\_\_\_

# gl Blend

Write **gl** if the picture name begins with the **gl** sound.



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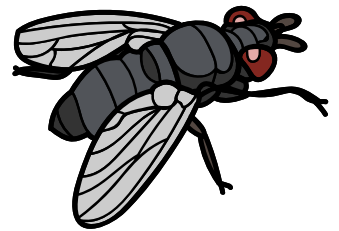
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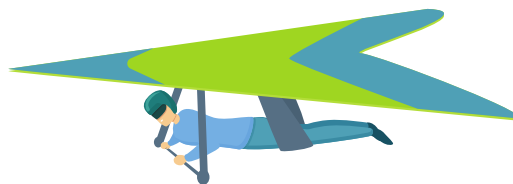
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