## Lugares y objetos

Relacionar lugares con objetos







**OBJETOS** 















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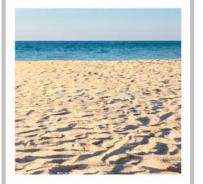




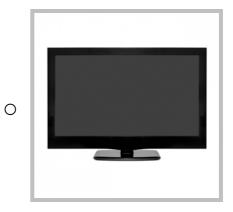


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