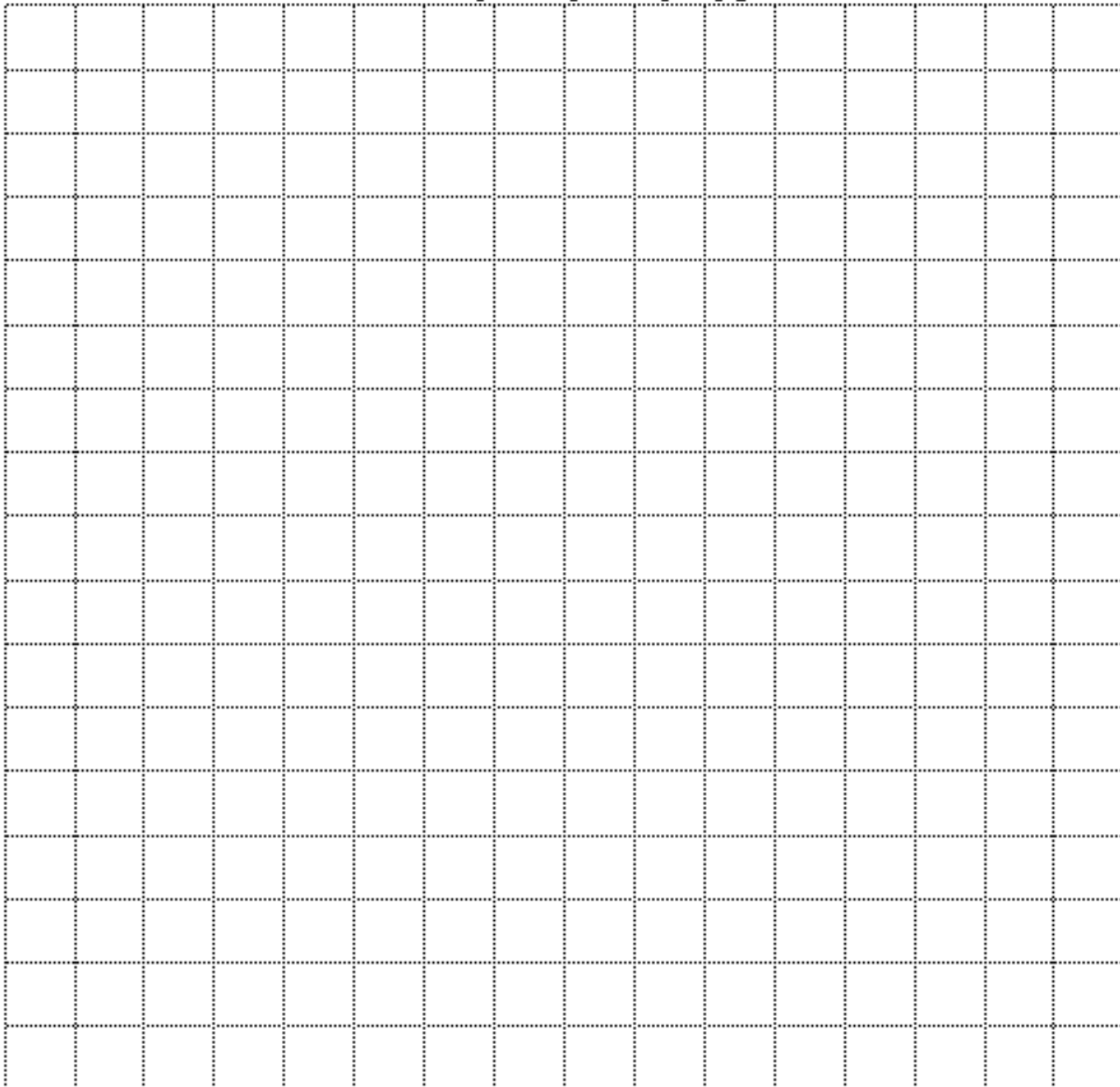




# Playground Mapping

**Draw a map of your playground**



**Key:**

**Scale:** 1

