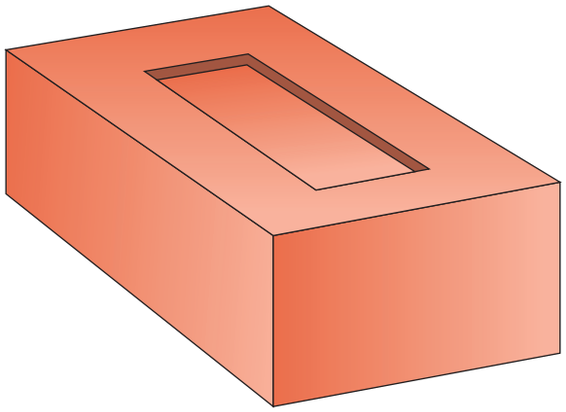
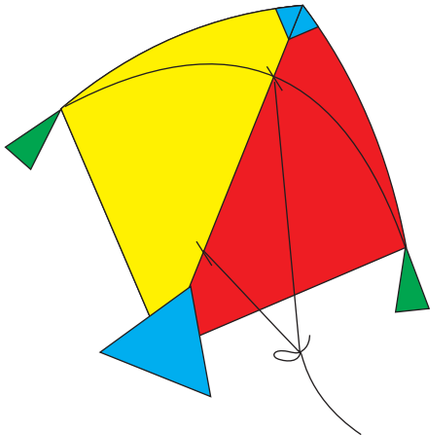
HEAVY - LIGHT

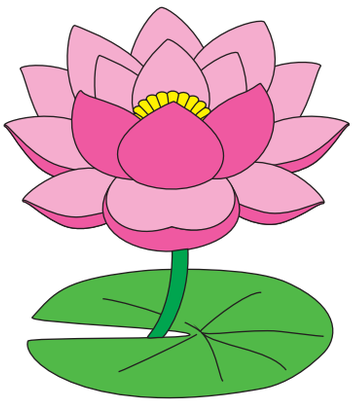


Brick is **HEAVY.**

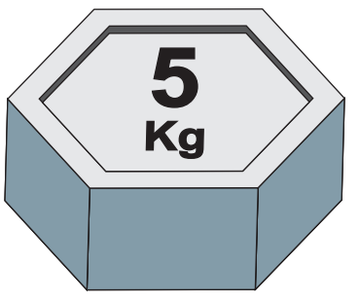


Kite is **LIGHT.**

Tick (✓) the Heavy object and cross (✘) the Light ones.









Tick (✓) the Heavy object and cross (✘) the Light ones and colour it.

