Puntos de partida (Chapter 4)

YTARAPMÁLAL L S RAZRO M L Α Κ 0 0 Ε R D Α S SAE R R Ε SELE S Т Ε Ν D TAN F K E L U A L A C Ó M O D A R ÁNSQAD Α C O C Ν 1 Т Ε ı UEHY R M Α C ERLRRNQD E U S D Н E E Ν SZN 1 S C Р 0 Р 0 D RDENZRP C S B ARΡ ı Т G Ν S S Α G A D Ε R Ε Ε Υ Α SRROZ R ROHR YEZE J S A V 0 Т CPCB ı U Т В LACAMAN RGJ R Α N SQN ĺΣ ΕV OTWBFRESRAÑAB

BED LAMP **THING** TO SEE GARDEN **TUESDAY** WITHOUT TO BRING SATURDAY **BOOKSHELF** EACH, EVERY TO HAVE LUNCH TO TAKE A BATH PATIO, (BACK)YARD TO PUT ON (CLOTHING) THE MOVIES, MOVIE THEATRE TO LOSE; TO MISS (AN EVENT, ETC.)

KEY UNTIL **ALONE GARAGE BATHTUB BEDROOM** TO SERVE **HOMEWORK** TO SLEEP YESTERDAY SOFA, COUCH TO UNDERSTAND BUREAU, DRESSER TO BEGIN, TO START TO TAKE OFF (CLOTHING) TO BRUSH, TO COMB ONE'S HAIR TO PUT, PLACE, TURN ON (APPLIANCE)

DAILY **MONDAY FRIDAY** TO HEAR **KITCHEN BATHROOM** TO CLOSE **FURNITURE** TO SIT DOWN TO BE CALLED TO DO, TO MAKE TO THINK (ABOUT) TO ASK FOR, TO ORDER TO PLAY (A GAME, SPORT) TO LEAVE (A PLACE); TO GO OUT TO HAVE A GOOD TIME, TO ENJOY **ONESELF**

WALL

Solution

