

## NUESTRO TRABAJO

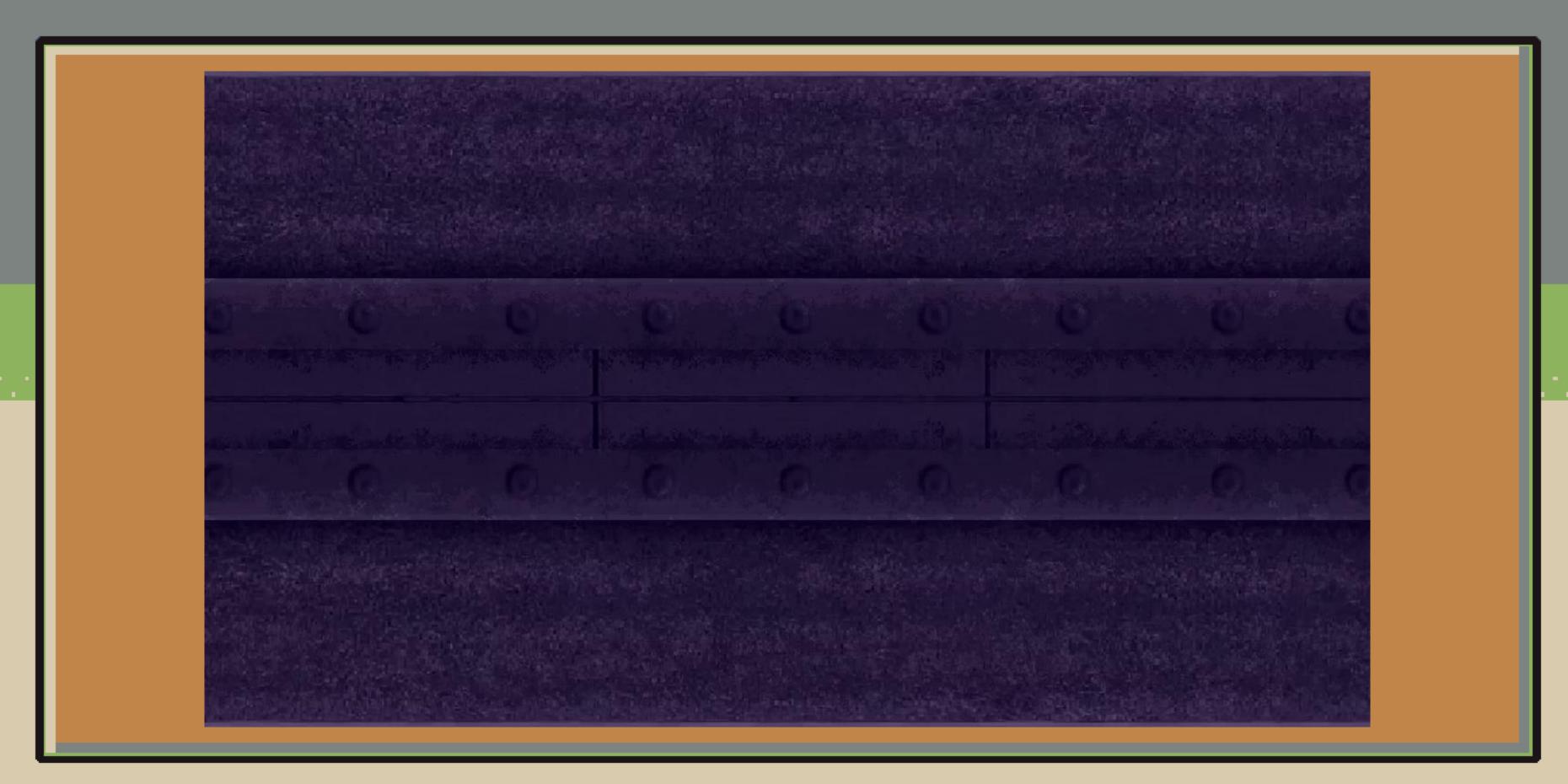








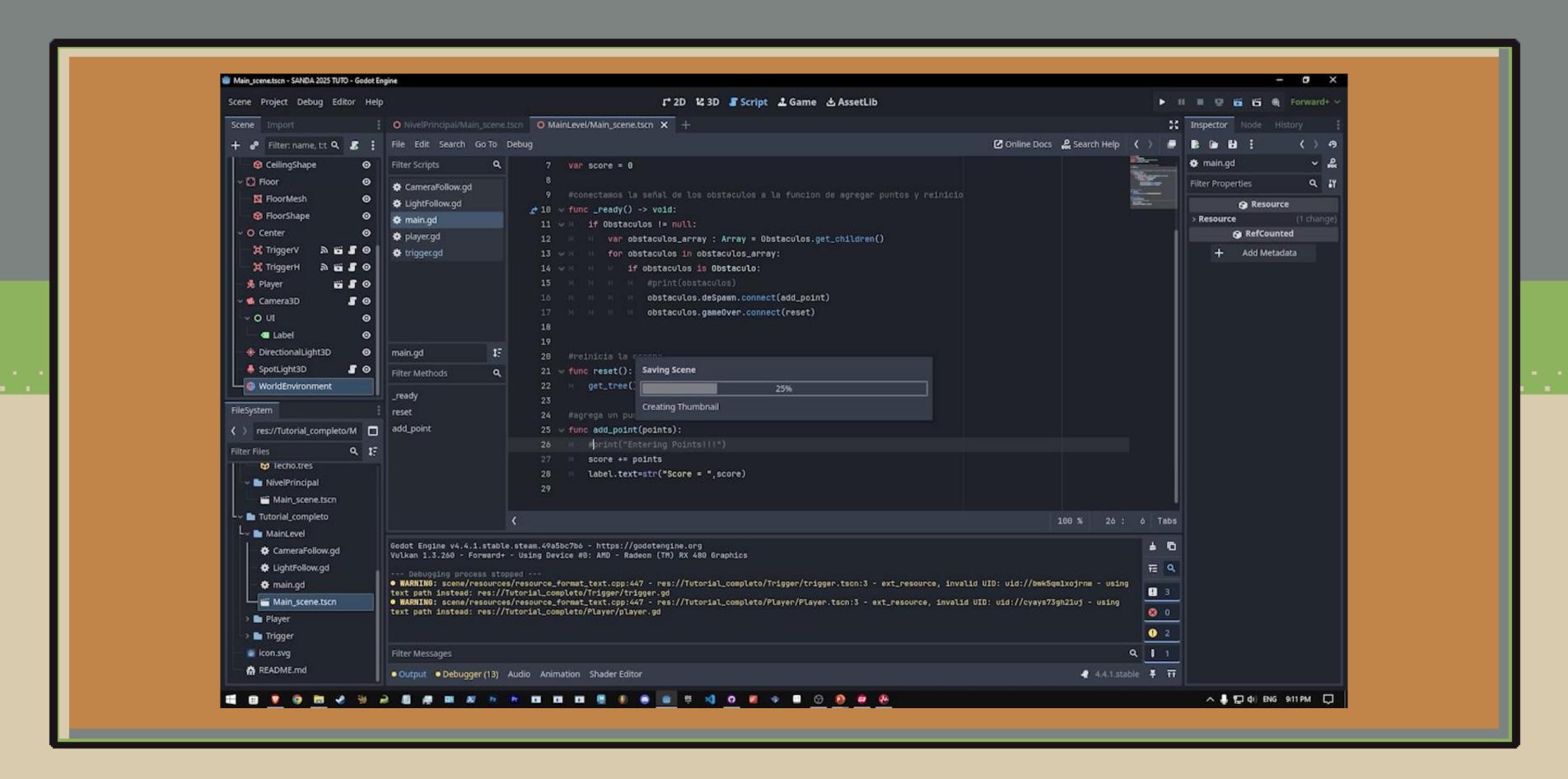




## LO QUE HAREMOS HOY :







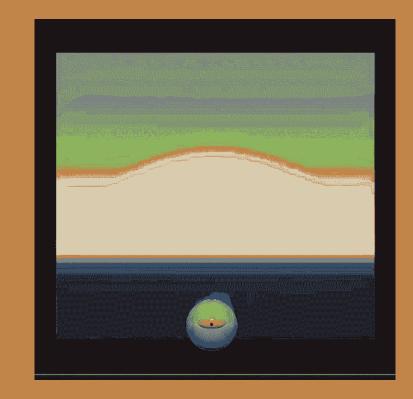
## LO QUE HAREMOS HOY :



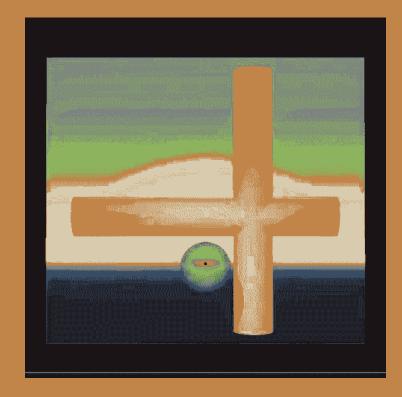




I.USO BASICO DE GODOT



2. JUGADOR



3. 0BSTACULOS



4. PUNTUACION