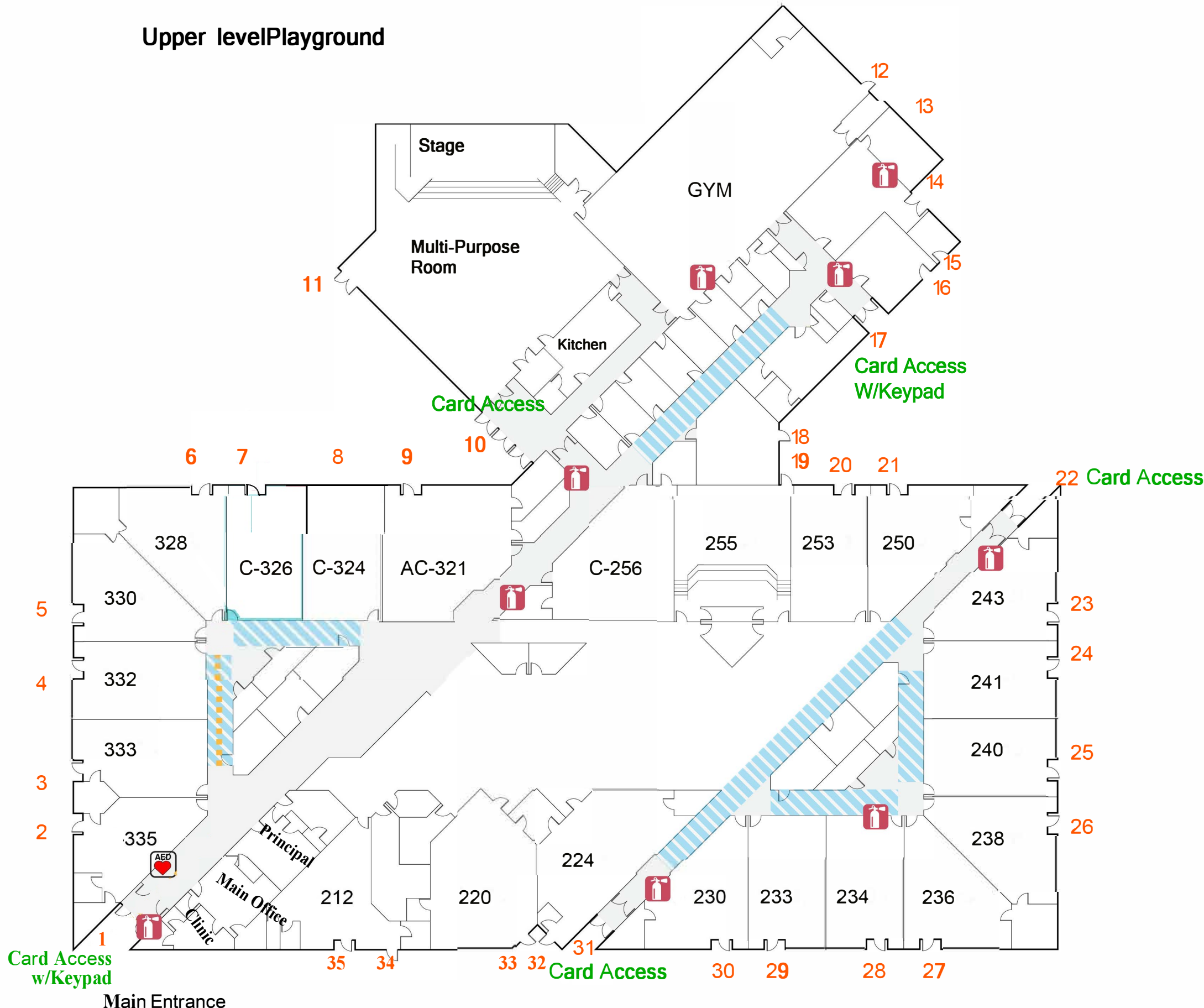


Upper level Playground



Lower Level Playground

Black = Classroom #'s
Red=Exit Door #'s
Green= Card Access

