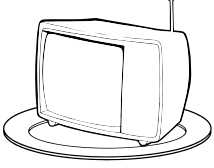
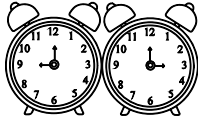
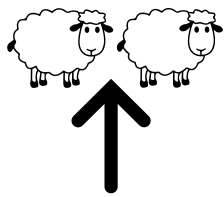
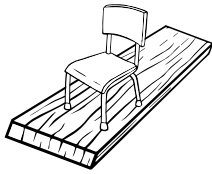
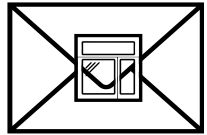
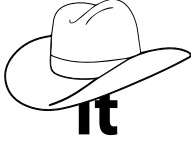


Picture Play 14

A pictogram uses pictures and symbols to represent a word, phrase, or idea as a form of communication. Some examples of pictograms in use in the real world include labels (e.g., chemical hazard labels) and traffic signs. Picture Play uses pictograms.

			
TV Dinner	Two Left Feet	Two timers	Up to you
			
Walk on the wild side	Water under the bridge	Weigh anchor	Wheel of Fortune
			
Tip the wink	A seat on the board	Witch doctor	Window Envelope
			
Top of the world	Keep it under your hat	King of the castle	King of the hill
			
Torn Apart / torn in half	Kettle of fish	Keyhole	Kick the bucket