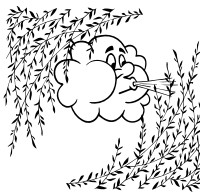
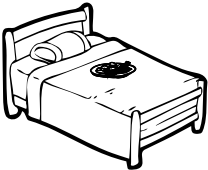
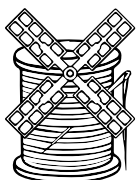
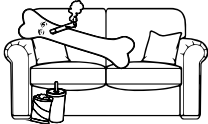
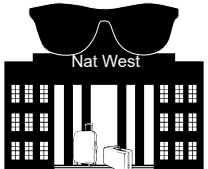
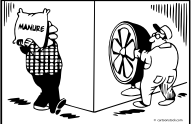
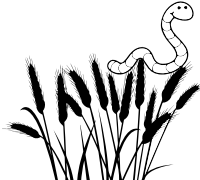
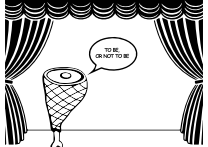


Picture Play 3

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.

			
Game set and match	Kick start	Wind in the Willows	Salt of the earth
			
Door bell	Breakfast in bed	Ghost train	Flag ship
			
Up for grabs	High spirits	Tree house	High court
			
Ship of the Desert	Cotton mill	Bone idle	Bank holiday
			
Sh1t hits the fan	Elbow room	Earworm	Ham acting