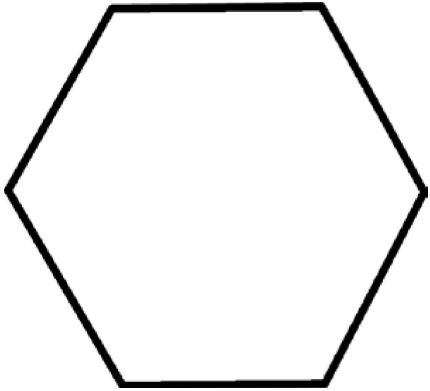
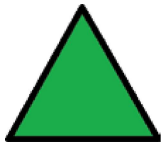


**Build:**



**Using:**

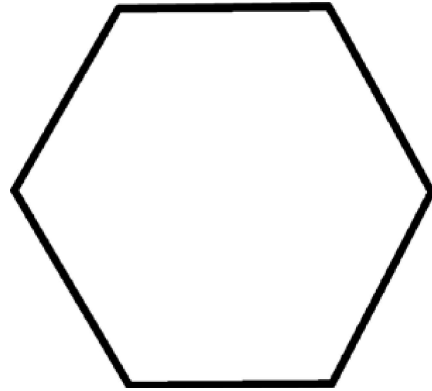
**2**



**2**

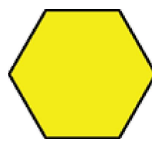


**Build:**



**Using:**

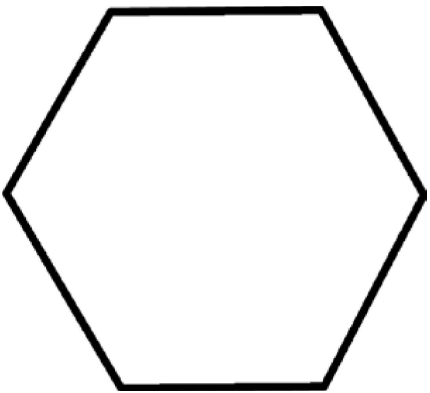
**1**



**9**

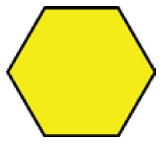


**Build:**



**Using:**

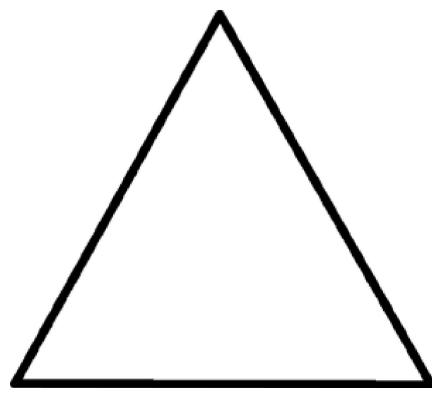
**1**



**6**

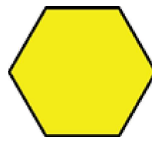


**Build:**



**Using:**

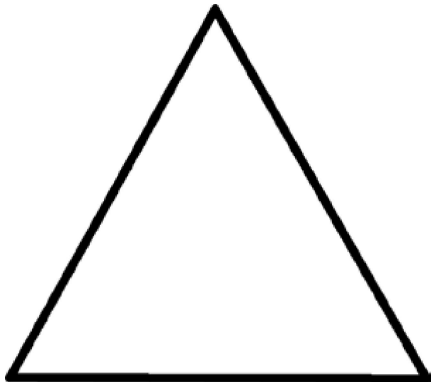
**1**



**3**



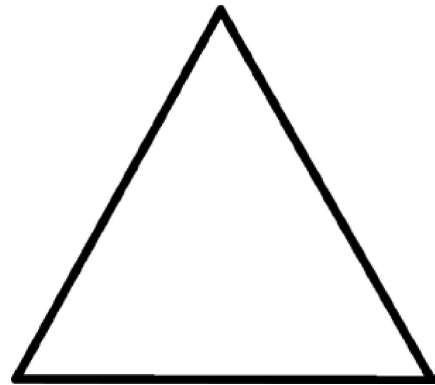
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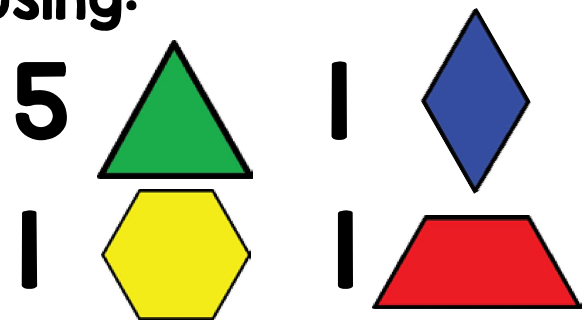
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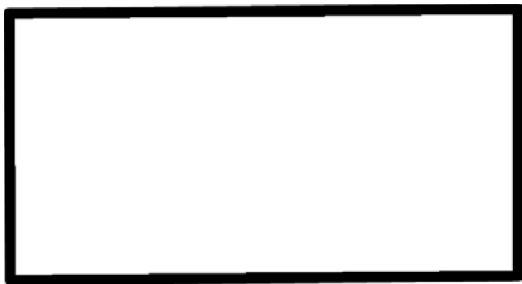
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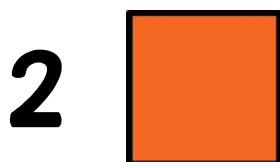
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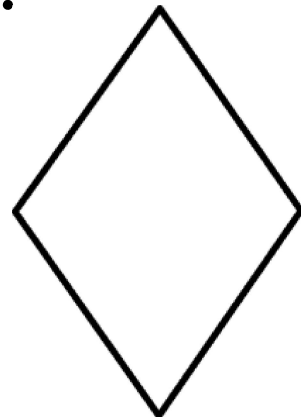
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**Using:**



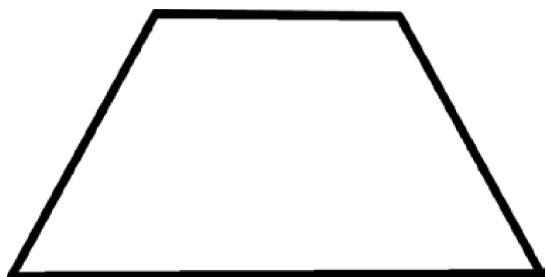
**Build:**



**Using:**



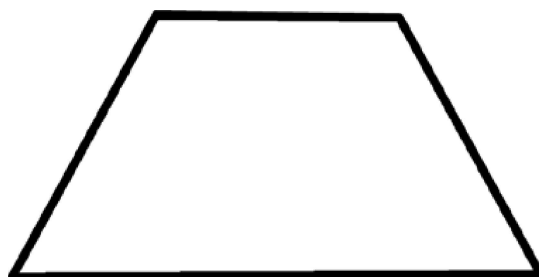
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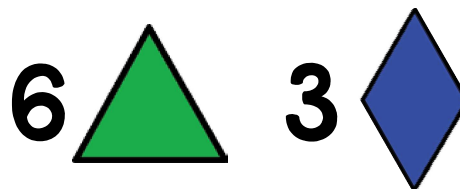
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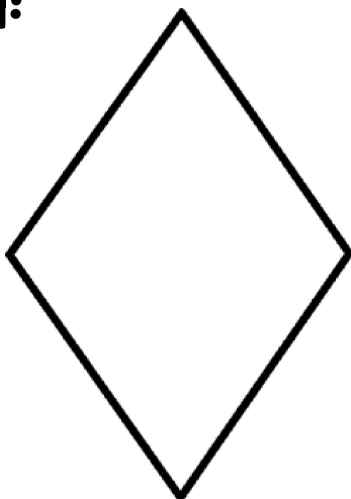
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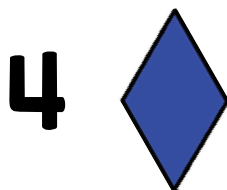
**Using:**



**Build:**



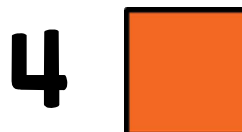
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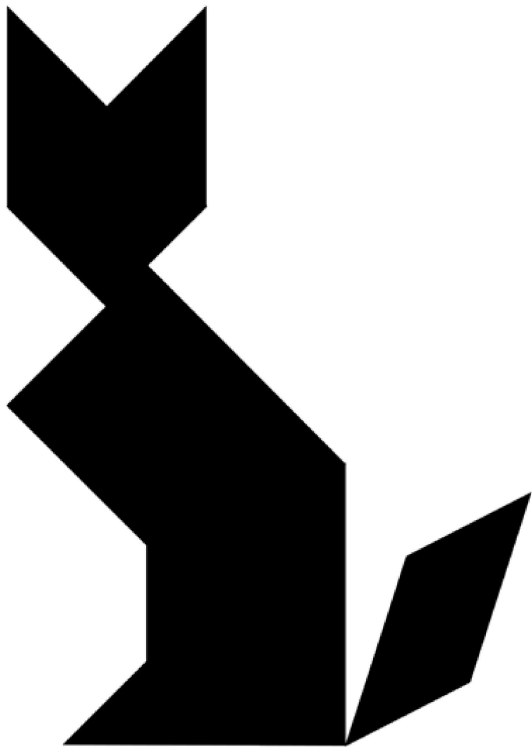
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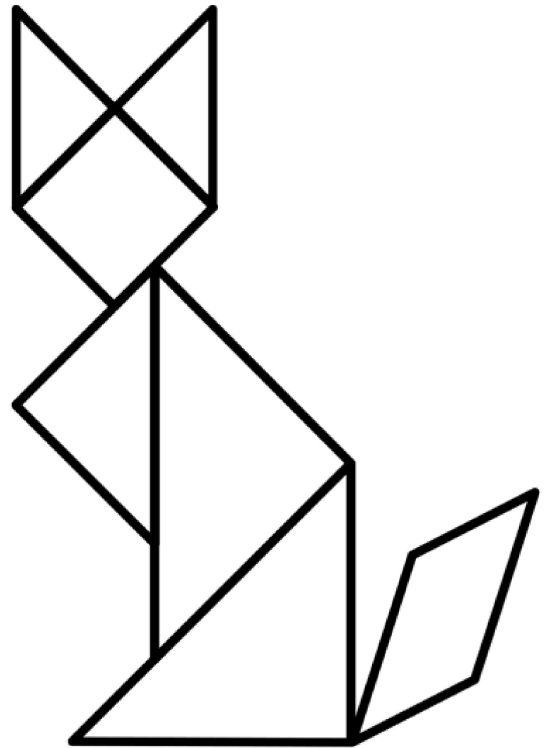
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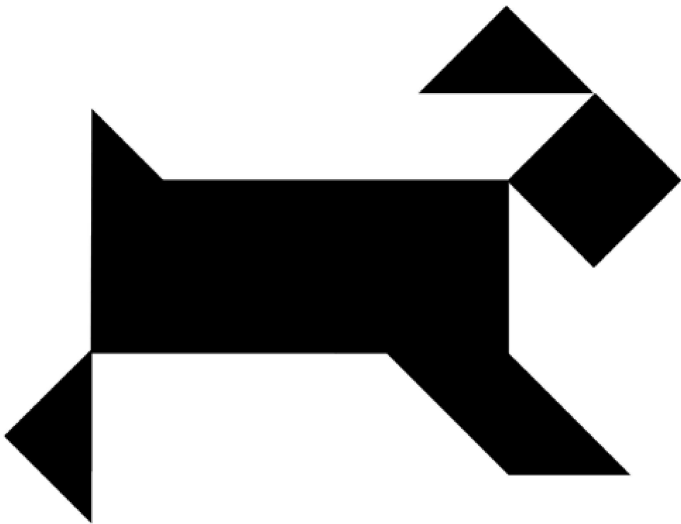
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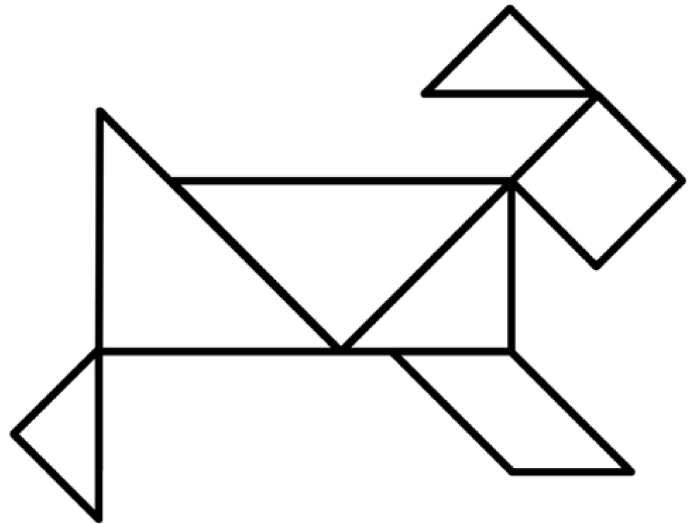
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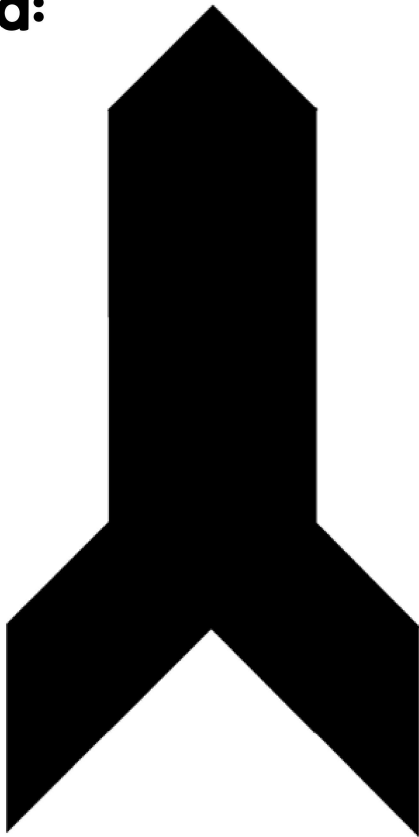
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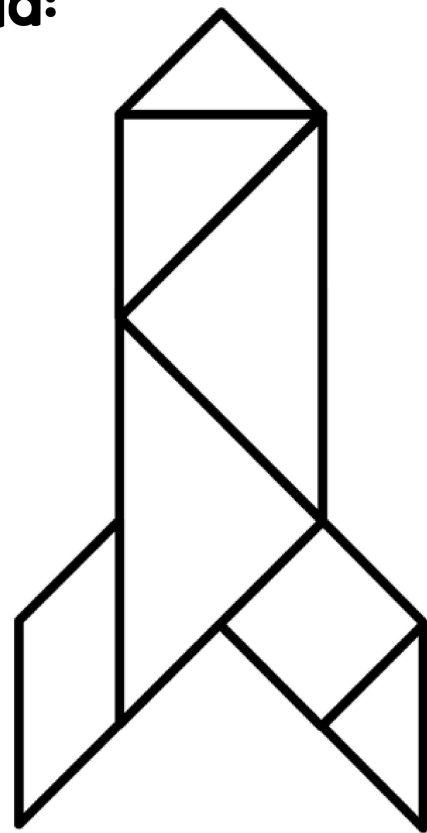
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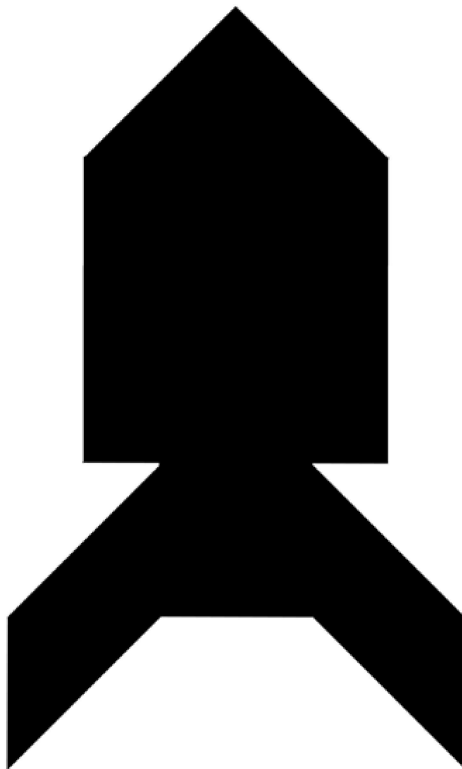
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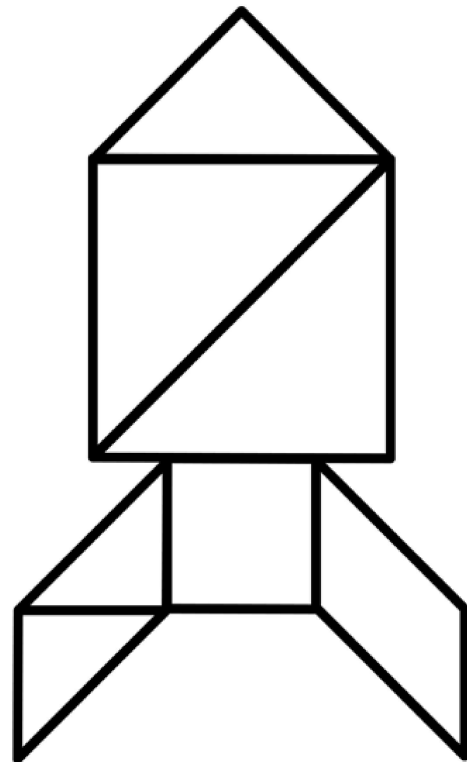
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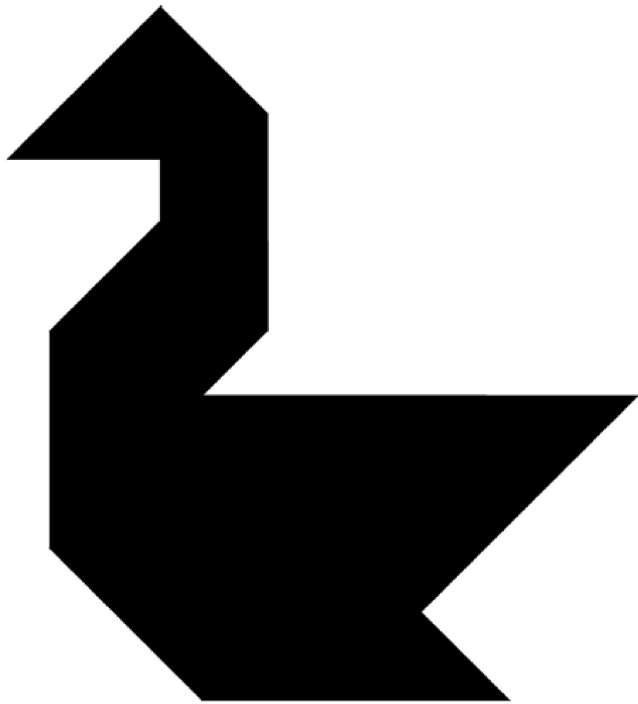
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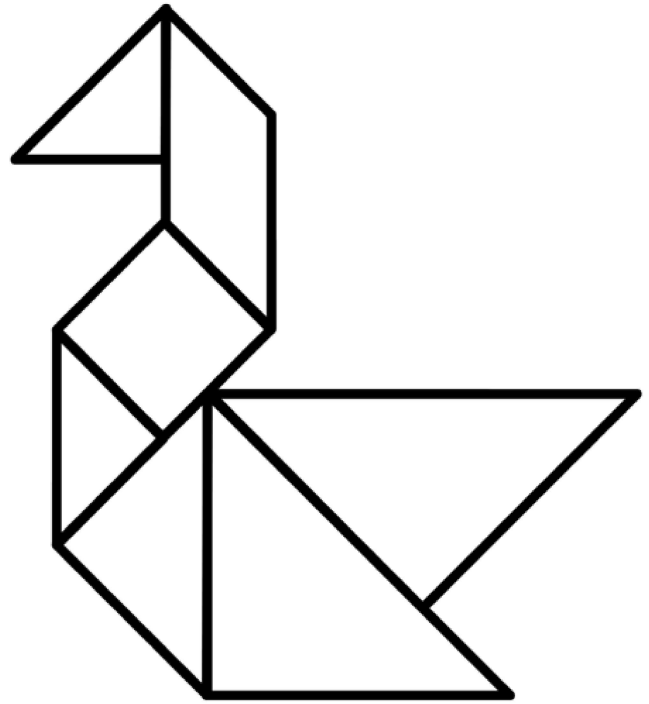
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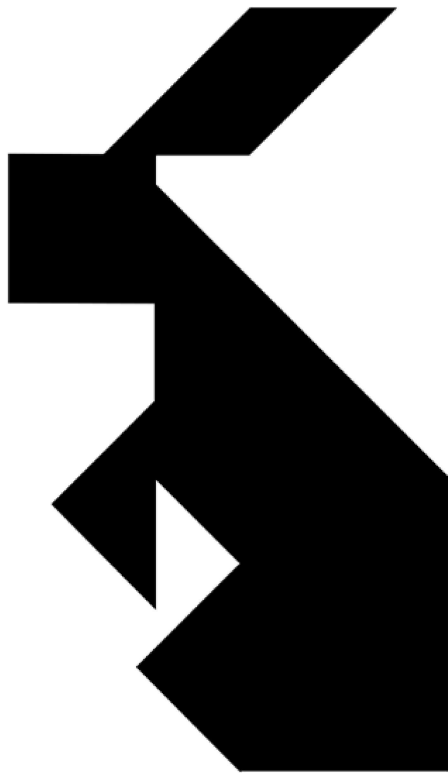
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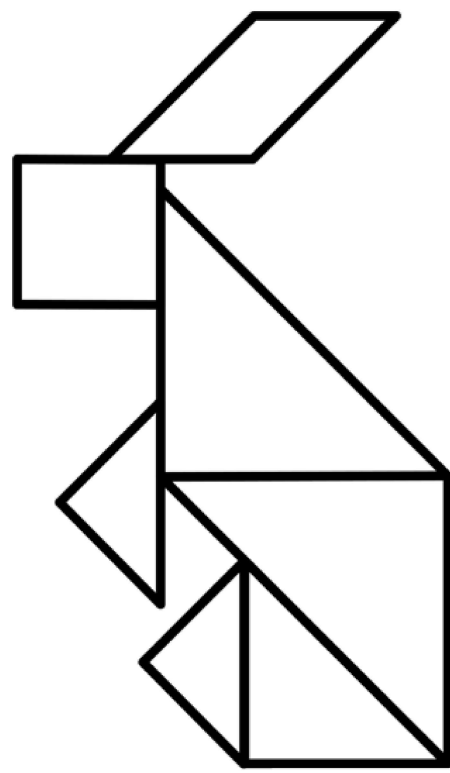
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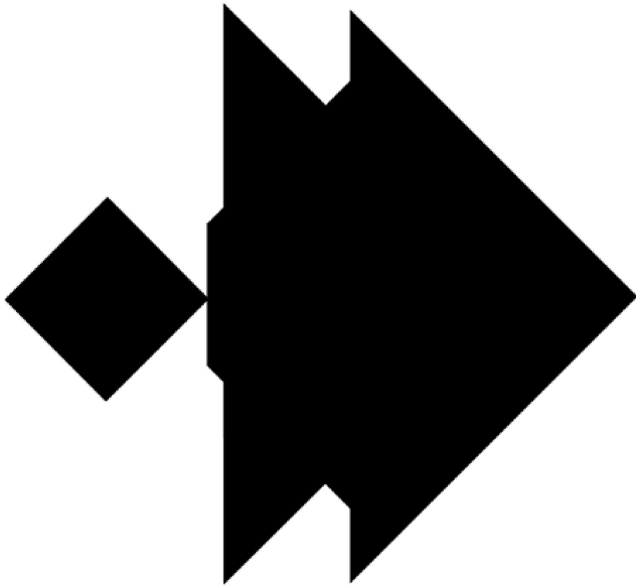
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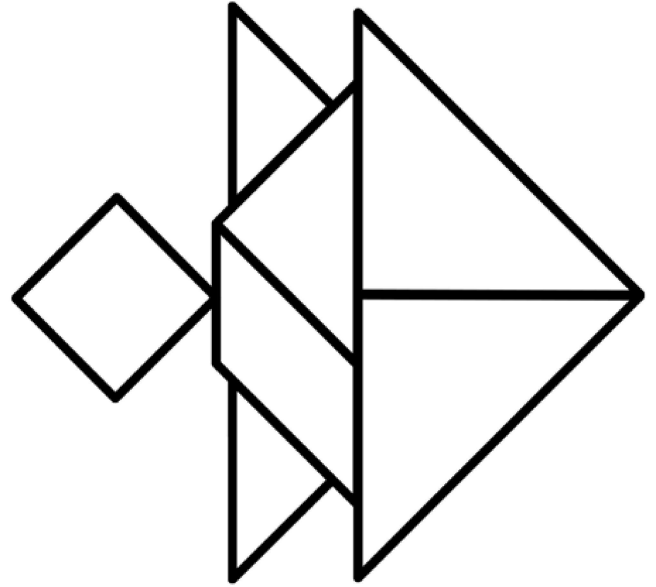
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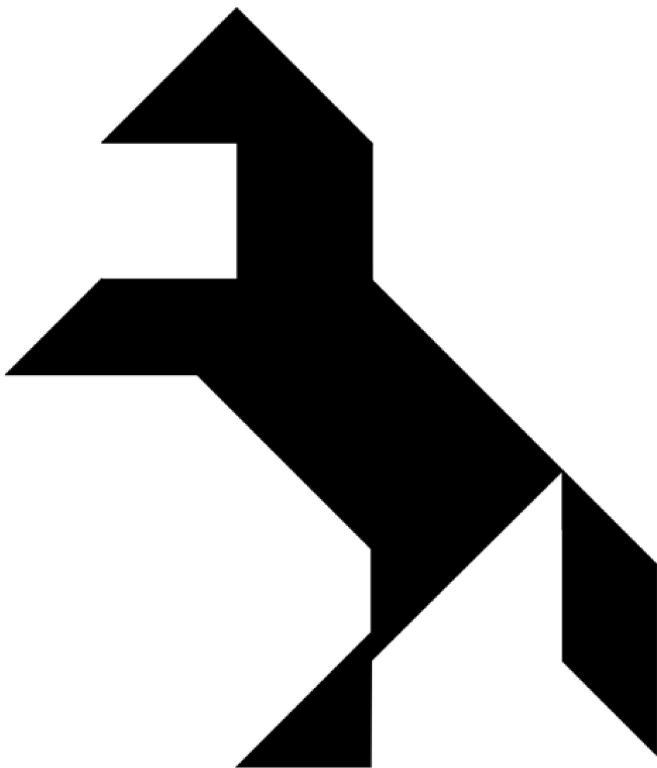
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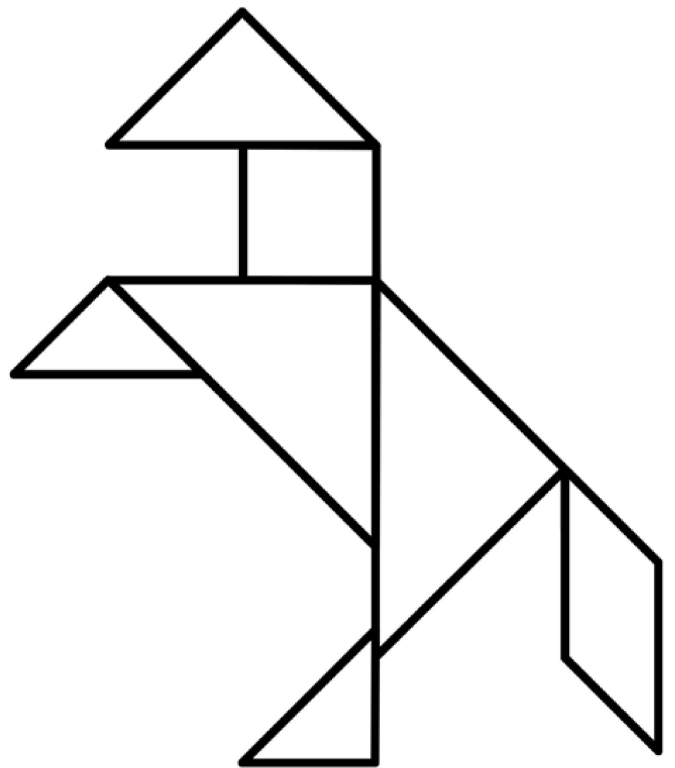
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**Build:**



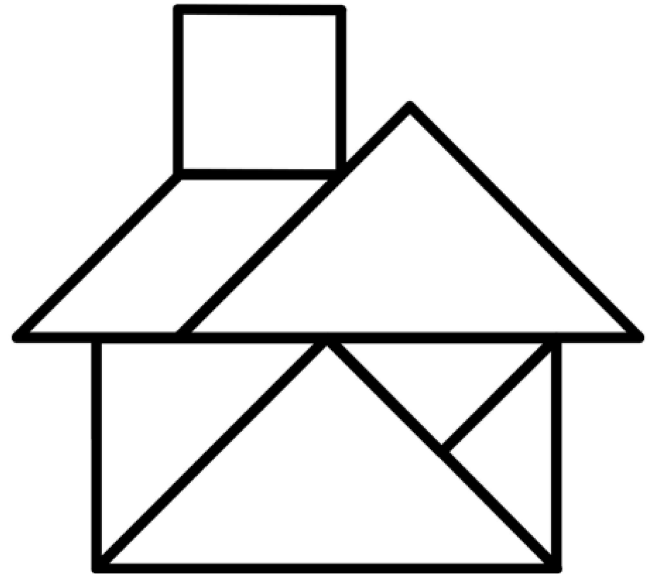
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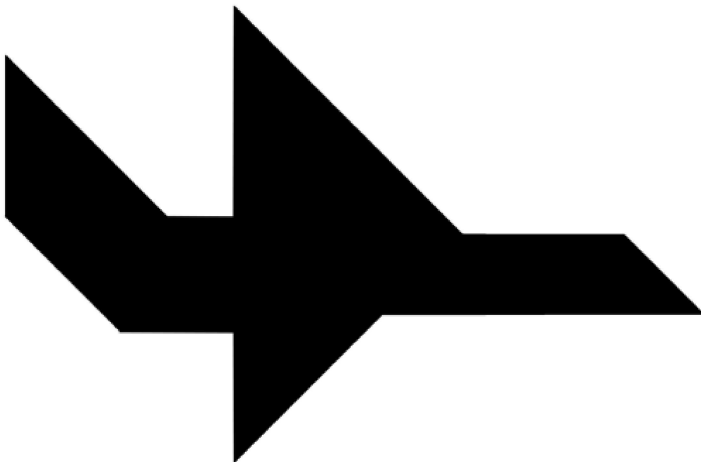
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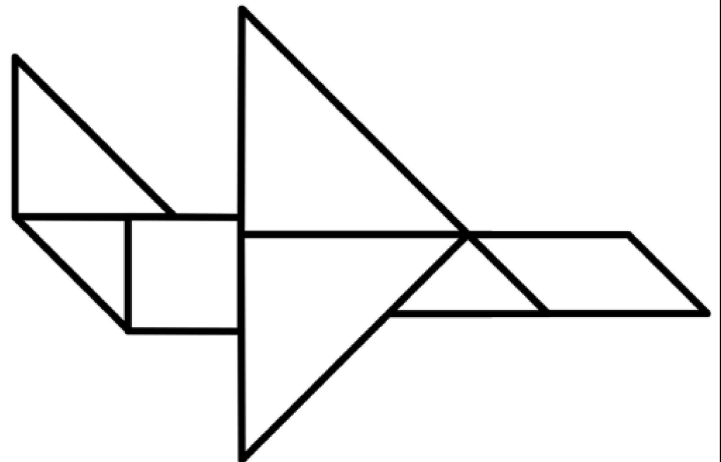
**Build:**



**Build:**



**Build:**



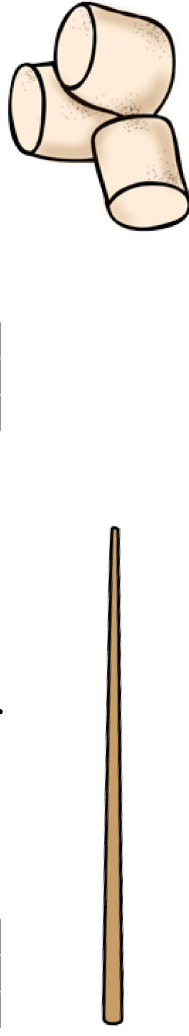


# Build a CONE

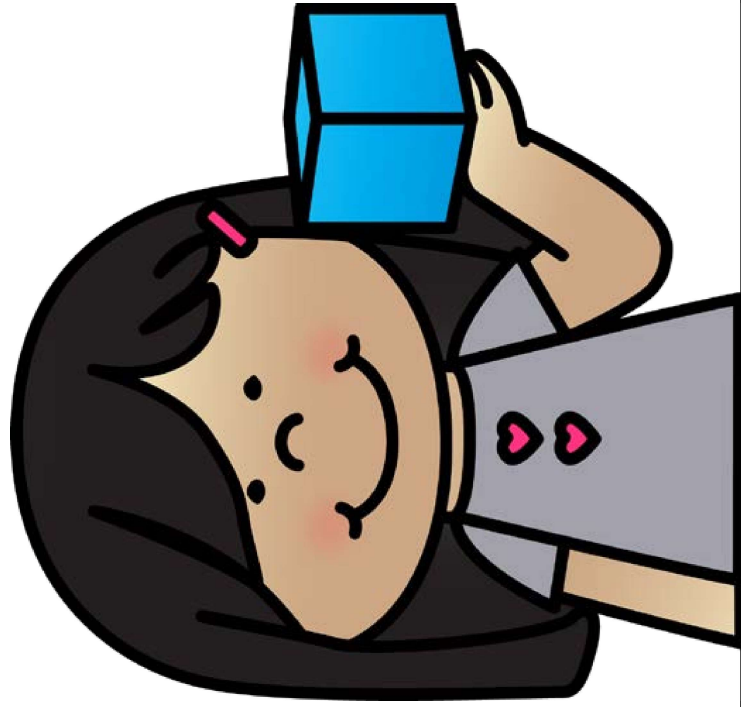


## MATERIALS

\_\_\_ toothpicks     \_\_\_ marshmallows



# Build a CUBE



## MATERIALS

\_\_\_ toothpicks     \_\_\_ marshmallows

