Values Let's look after our world Unit

## Look and draw or or

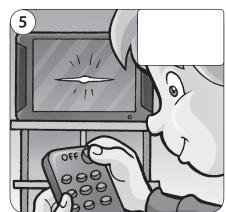


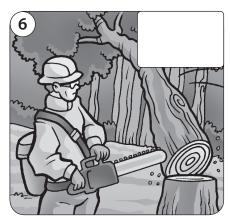












## Draw.

