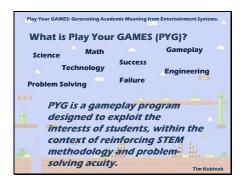
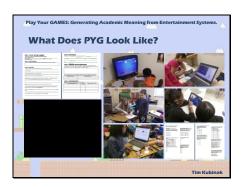
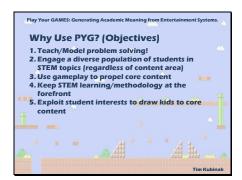


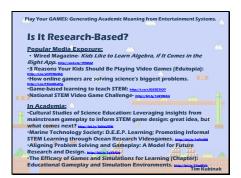
## Slide 2



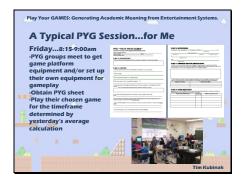




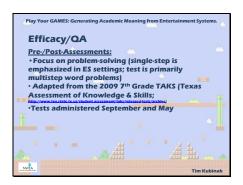
# Slide 5

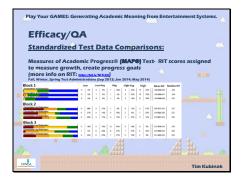


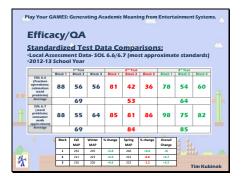
Play Your GAMES: Generating Acaden  A Typical PYG Sess				ystem	s. 🍐
Thursday7:25-7:35am				Teachermal	
-PYG groups meet to discuss	TOW T	ONG A	DE VAII	Clear Method Market	Section: 10
	HOW LONG ARE YOU				15.64
game platform/choice for	PLAY	44000004 380000075	96.13		
week(s)	Group Grade	"GAME"	Review Time	4400055	92.36
-Calculate group average,	Average	Time		253000230	30.00
which determines time-in-	89.5-100	45 min	Optional	NECOCKE	73.86
	79.5-89.49	30 min	15 min	341005768	99.57
gameplay	0:79.49			80006413	94.61
	0-79.49	15 min	30 min	44000475	90.42
	Concept using Strates Core care care the Selecting or according or Selection of Securities (Selection Selection Se			9000040 80000375 80000300	87.34 85.65 97.63
	- Oran Fey Service region from the medical service design of the s				90.06
	Para and the formation of the Parameter			44006364	79.43
	Note: Since grade averages				90.27
					85.67
	change eac	380000979 38 1000097	97.35		
	group will	MANAGE IN	10.04		
	group will	9000458	69.36		
their average every Thursday.					99.22
ON A		90000365	96.26		
			THE REAL PROPERTY.		
			Tin	n Kubi	nak



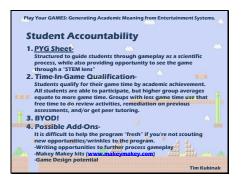
# Slide 8

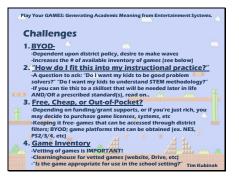


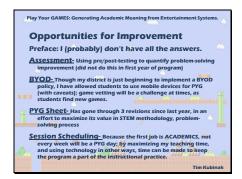




### Slide 11

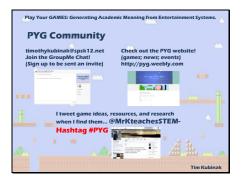






# Slide 14







## Slide 17

