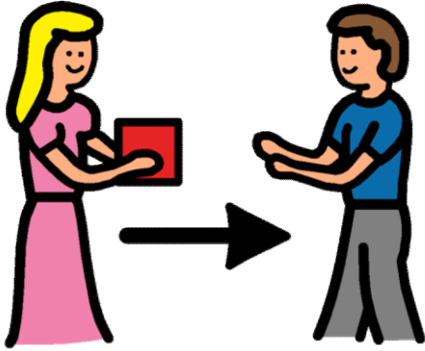


give



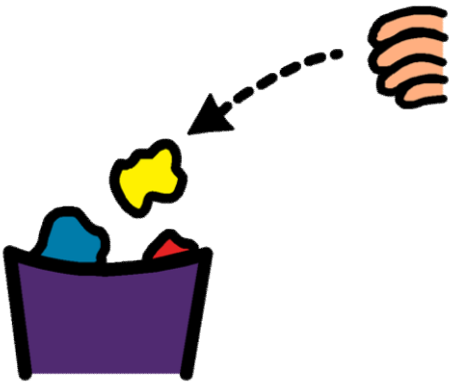
sit



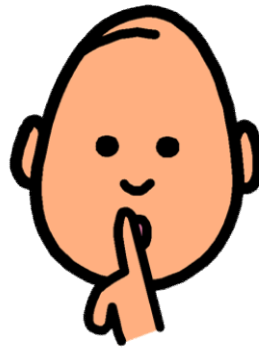
walk



throw away



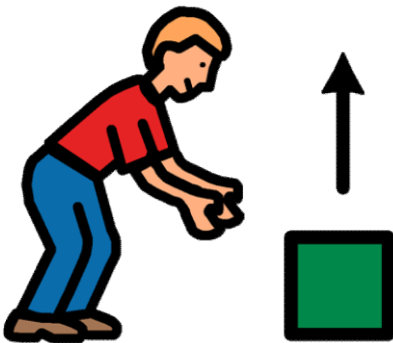
quiet



stop



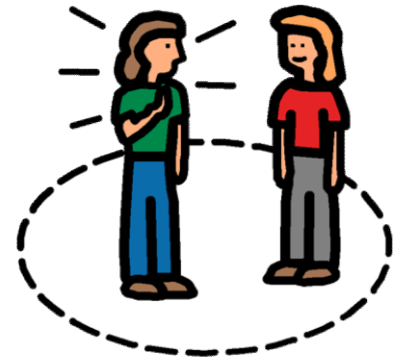
pick it up



hold hands



my turn



Behavioral Symbols