

## **new animal finding**

1. State
2. Adjective
3. Animal
4. Hitting Action
5. Adjective
6. A Attack

# new animal finding

you go to \_\_\_\_\_<sup>State</sup> go in a tall scary forest and find a \_\_\_\_\_<sup>Adjective</sup> thing with blah and blah and blah  
and blah and blah eating a \_\_\_\_\_<sup>Animal</sup> so you \_\_\_\_\_<sup>Hitting action</sup> it then it makes a \_\_\_\_\_<sup>Adjective</sup> noise  
and you run and it \_\_\_\_\_<sup>A attack</sup> you.