Puntos de partida 10th Edition (Unit 5)

QNSALIRBIENSETRAMDPZ U G S SET A O T S L P Ρ ARAL 0 Α ΥΟ EGOEHÓDODR X U Α R Ε S R ΑΤ ı UQON Т SAHR P P BC DRFX ΜÁ Ε Ε Α Ε RAC S RNJ C R O AQB E A UDREQST L AAND J A N В E D C Ε RAOS Н S ΑE $\mathsf{E} \mathsf{M}$ Ε C R D Ε C Т 0 U S R SS NQRML 0 X D OAS I Α U Т U Ρ S Ε ART ٧ P C Ε Ñ R Ε E N YOE OOMAV L A E E U S R A D RMSAO Q Ε Ε AÑOD G UKRMU Ε В DRMJUGARS Ν JPARAS - 1

TV **KEY TRIP TOWEL STOVE** HOUSE CHAIR **DURING** TO REST **TUESDAY THURSDAY HOMEWORK ARMCHAIR** YESTERDAY LIVING ROOM TO HAVE LUNCH TO DO, TO MAKE WHAT; THAT WHICH DAY LAMP WALL **THING TODAY** UNTIL **MONDAY** IN: ON TO HEAR **BEDROOM** BATHROOM OF; FROM TO BRING **FURNITURE** SOFA, COUCH TO UNDERSTAND DISHES, PLATES TO THINK (ABOUT)

BED WITH **GRADE** NOISE **TABLE ALONE** TO SEE **GARAGE** WITHOUT **BATHTUB** TO CLOSE TO SERVE **END TABLE** IN; DURING EACH, EVERY TO TAKE A BATH FOLLOWING (NEXT) THEN, LATER, NEXT THE DAY AFTER TOMORROW TO LEAVE (A PLACE); TO GO OUT TO LOSE; TO MISS (AN EVENT, ETC.) TO PLAY (A GAME, SPORT)
FREE-STANDING CLOSET,
CUPBOARD
TO TURN/COME OUT WELL; TO DO
WELL

TO TAKE OFF (CLOTHING)
THE MOVIES, MOVIE THEATRE
FOR; INTENDED FOR; IN ORDER TO
TO PUT, PLACE, TURN ON
(APPLIANCE, LIGHT,
ELECTRONICS)

Solution

