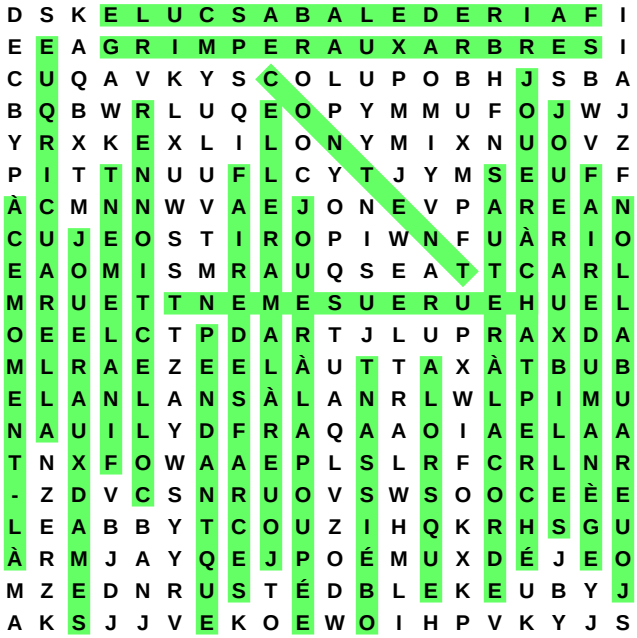
Bien Dit 2: Chapter 6A

D S K E L U C S A B A L E D E R I A F I
E E A G R I M P E R A U X A R B R E S I
C U Q A V K Y S C O L U P O B H J S B A
B Q B W R L U Q E O P Y M M U F O J W J
Y R X K E X L I L O N Y M I X N U O V Z
P I T T N U U F L C Y T J Y M S E U F F
À C M N N W V A E J O N E V P A R E A N
C U J E O S T I R O P I W N F U À R I O
E A O M I S M R A U Q S E A T T C A R L
M R U E T T N E M E S U E R U E H U E L
O E E L C T P D A R T J L U P R A X D A
M L R A E Z E E L À U T T A X À T B U B
E L A N L A N S À L A N R L W L P I M U
N A U I L Y D F R A Q A A O I A E L A A
T N X F O W A A E P L S L R F C R L N R
- Z D V C S N R U O V S W S O O C E È E
L E A B B Y T C O U Z I H Q K R H S G U
À R M J A Y Q E J P O É M U X D É J E O
M Z E D N R U S T É D B L E K E U B Y J
A K S J J V E K O E W O I H P V K Y J S

WHILE
HAPPY/SAD
FORTUNATELY
TO JUMP ROPE
TO CLIMB TREES
TO PLAY HOPSCOTCH
TO PLAY PRACTICAL JOKES
FINALLY
TO SEESAW
TO PLAY BALL
TO PLAY DOLLS
TO PLAY MARBLES
TO GO TO THE CIRCUS
TO PLAY A GAME SIMILAR TO TAG
OBEDIENT
TO COLLECT
WHILE/DURING
AT THAT MOMENT
TO PLAY CHECKERS
TO GO ON A CAROUSEL

Solution


D S K E L U C S A B A L E D E R I A F I
E E A G R I M P E R A U X A R B R E S I
C U Q A V K Y S C O L U P O B H J S B A
B Q B W R L U Q E O P Y M M U F O J W J
Y R X K E X L I L O N Y M I X N U O V Z
P I T T N U U F L C Y T J Y M S E U F F
À C M N N W V A E J O N E V P A R E A N
C U J E O S T I R O P I W N F U À R I O
E A O M I S M R A U Q S E A T T C A R L
M R U E T T N E M E S U E R U E H U E L
O E E L C T P D A R T J L U P R A X D A
M L R A E Z E E L À U T T A X À T B U B
E L A N L A N S À L A N R L W L P I M U
N A U I L Y D F R A Q A A O I A E L A A
T N X F O W A A E P L S L R F C R L N R
- Z D V C S N R U O V S W S O O C E È E
L E A B B Y T C O U Z I H Q K R H S G U
À R M J A Y Q E J P O É M U X D É J E O
M Z E D N R U S T É D B L E K E U B Y J
A K S J J V E K O E W O I H P V K Y J S