

Senderos 3: Lección 5

E L M U S I C A L O C I L B Ú P L E X T
 L A P F R L E L P O E T A L E A J H K G
 T B S V I A X I L R A D N A B A L Z J A
 E A O U D E J D A A R U T L U C A L Y F
 A I E N U S X E R C Y H O A T O C A R A
 T L L H A C M A E I E A D O B L S L K M
 R A C P L U E V A L S U E B C L G R N E
 O R U M P L L E L B C J V R A D S L I O
 F I E N A T A N I U U L A A C U V P G P
 O N N Ó I U N T D P L R Q M I L A I O L
 L A T I D R A U A E P A U A M A U N C E
 C D O C E A C R D L I I E E Á Ó L T I E
 L E Y C M T L A C I R C R S R P A A S L
 Ó H E A O O E S I A L E O T E E C R Ú T
 R O L E C A D O X B A R S R C R A D M E
 I R D D A S K E G L O P F A A A N W L J
 C R R T L O S J R E B A M R L Z C P E I
 A O A P P D U Y J N R K Q R I G I R I D
 P R M C L Á S I C O A N D I Z E Ó Q Z O
 I W A E O T E L O B L E D F T S N G V R

FOLK
 POET
 OPERA
 TICKET
 CHANNEL
 CULTURE
 THEATER
 AUDIENCE
 CLASSICAL
 DRAMA/PLAY
 MASTERPIECE
 COMEDY/PLAY
 TO TOUCH/PLAY AN INSTRUMENT

POEM
 SONG
 ACTION
 HORROR
 POTTERY
 MUSICAL
 MUSICIAN
 TO SCULPT
 TO DIRECT
 TO APPLAUD
 WORK OF ART
 TO APPRECIATE

BAND
 DANCE
 DANCER
 MODERN
 WESTERN
 WEAVING
 TO PAINT
 SCULPTURE
 ADVENTURE
 TO PUBLISH
 SHORT STORY
 TALK SHOW/REALITY SHOW

Solution

E L M U S I C A L O C I L B Ú P L E X T
L A P F R L E L P O E T A L E A J H K G
T B S V I A X I L R A D N A B A L Z J A
E A O U D E J D A A R U T L U C A L Y F
A I E N U S X E R C Y H O A T O C A R A
T L L H A C M A E I E A D O B L S L K M
R A C P L U E V A L S U E B C L G R N E
O R U M P L L E L B C J V R A D S L I O
F I E N A T A N I U U L A A C U V P G P
O N N Ó I U N T D P L R Q M I L A I O L
L A T I D R A U A E P A U A M A U N C E
C D O C E A C R D L I E E Á Ó L T I E
L E Y C M T L A C I R C R S R P A A S L
Ó H E A O O E S I A L E O T E E C R Ú T
R O L E C A D O X B A R S R C R A D M E
I R D D A S K E G L O P F A A A N W L J
C R R T L O S J R E B A M R L Z C P E I
A O A P P D U Y J N R K Q R I G I R I D
P R M C L Á S I C O A N D I Z E Ó Q Z O
I W A E O T E L O B L E D F T S N G V R