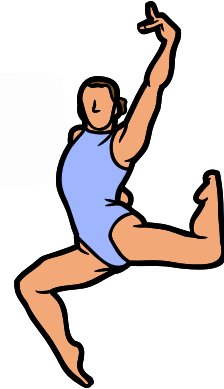





























COORDINATE GRID



Locate the co-ordinates and add its movement
into your sequence

5					
4					
3					
2					
1					
	1	2	3	4	5

Key:

Travel 

Paired balance 

Individual balance 

Jump/Leap 

