

Movement & Action



sin
g

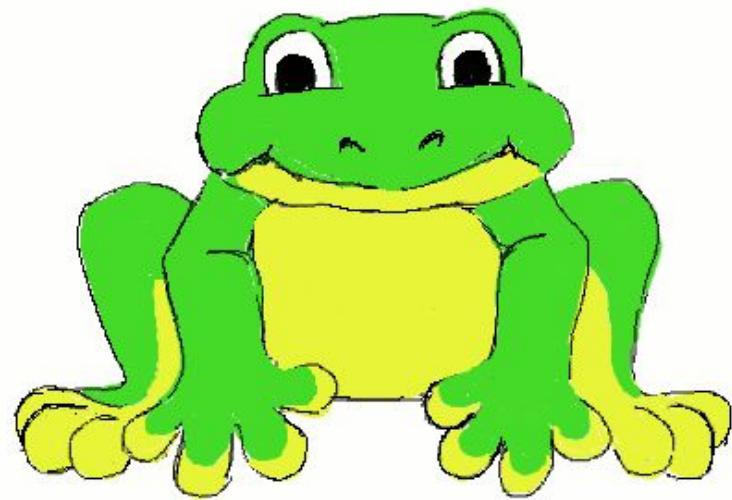


run



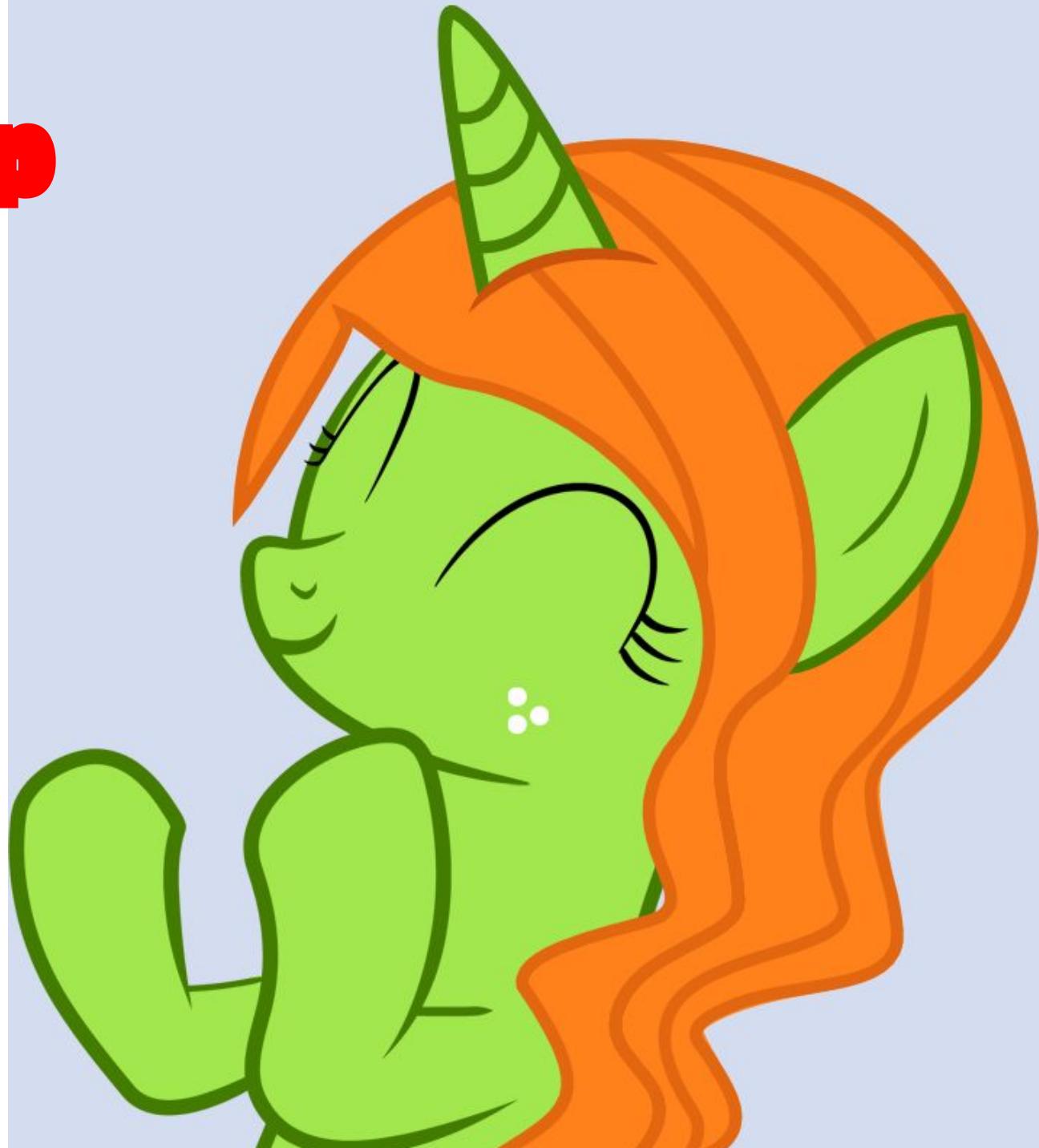
danc





jump

clap



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