
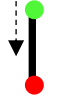










# Our Number Formation Rhymes



 A diagram of the number 0 with a green starting dot at the top, a red ending dot at the top right, and a dashed arrow showing a counter-clockwise circular path.	Around to my left to find my hero. Back to the top I've made a zero.
 A diagram of the number 1 with a green starting dot at the top, a red ending dot at the bottom, and a dashed arrow showing a straight downward path.	A straight line that is very quick. Number 1 is like a stick.
 A diagram of the number 2 with a green starting dot at the top left, a red ending dot at the bottom right, and dashed arrows showing a counter-clockwise circle followed by a horizontal line across the bottom.	For number 2, go right around. Then make a line across the ground.
 A diagram of the number 3 with a green starting dot at the top left, a red ending dot at the bottom right, and dashed arrows showing two counter-clockwise circles.	Go right around. What will it be? Go round again to make a 3.
 A diagram of the number 4 with a green starting dot at the top left, a red ending dot at the bottom right, and dashed arrows showing a downward stroke, a horizontal stroke across the middle, and a second downward stroke.	Down, across and down once more. That's the way to make a 4.
 A diagram of the number 5 with a green starting dot at the top left, a red ending dot at the bottom left, and dashed arrows showing a downward stroke, a counter-clockwise circle, and a horizontal line on top.	Go down and around. Then you stop. Finish the 5 with a line on top.
 A diagram of the number 6 with a green starting dot at the top right, a red ending dot at the bottom left, and dashed arrows showing a counter-clockwise circle followed by a loop.	Make a curve. Then make a loop. There are no tricks to make a 6.
 A diagram of the number 7 with a green starting dot at the top left, a red ending dot at the bottom left, and dashed arrows showing a horizontal line across the top followed by a downward stroke.	Across the sky and down to Devon. That's the way to make a 7.
 A diagram of the number 8 with a green starting dot at the top left, a red ending dot at the top right, and dashed arrows showing an 'S' shape followed by a second upward stroke.	Make an "S" and then don't wait. Go up again to make an 8.
 A diagram of the number 9 with a green starting dot at the top left, a red ending dot at the bottom left, and dashed arrows showing a counter-clockwise circle followed by a downward stroke.	Make a loop and then a line. That's the way to make a 9.