
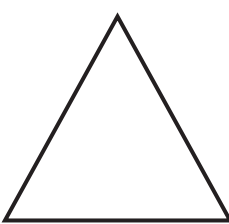
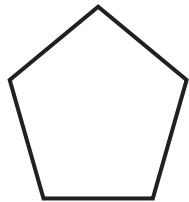
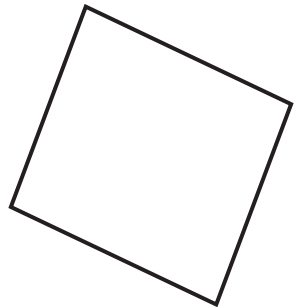
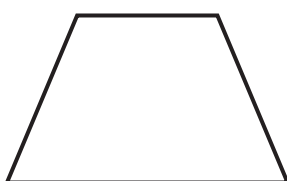
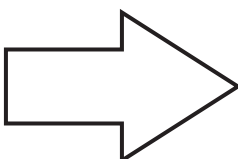
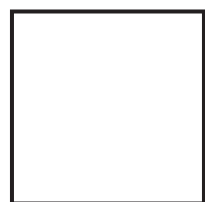
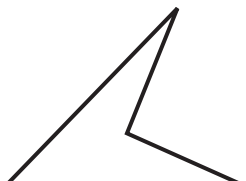
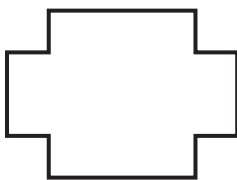
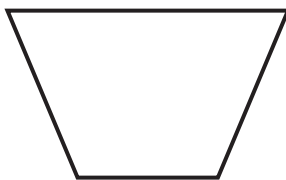


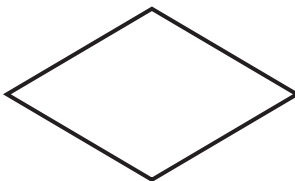
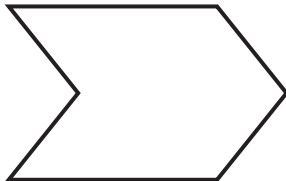
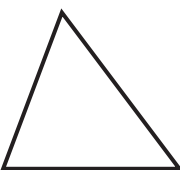
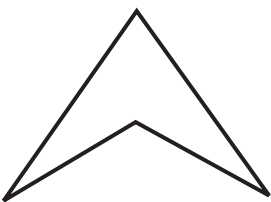
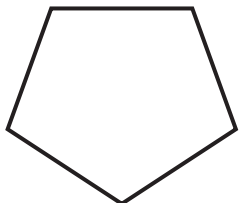
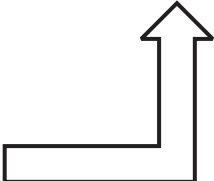
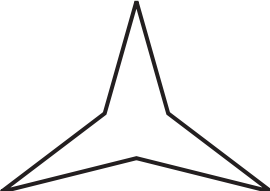

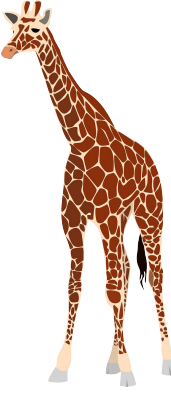


# Which of the polygons are quadrilaterals

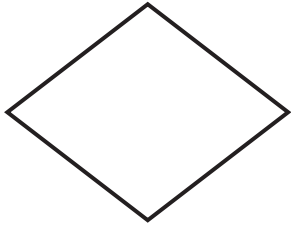
Put a tick against each polygon that is a quadrilateral

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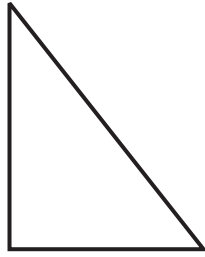


# Which of the polygons are quadrilaterals

Put a tick against each polygon that is a quadrilateral



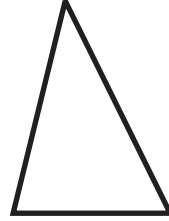
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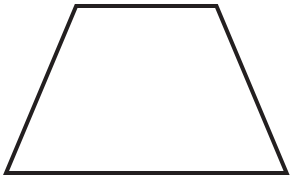
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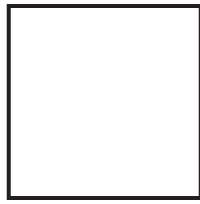
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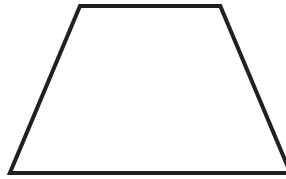
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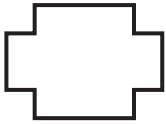
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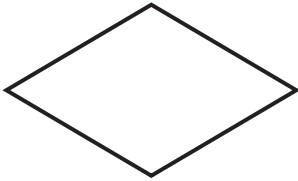
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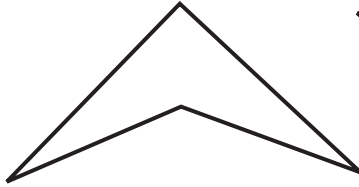
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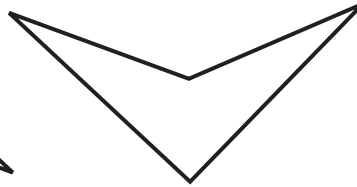
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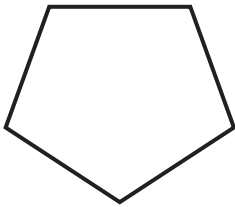
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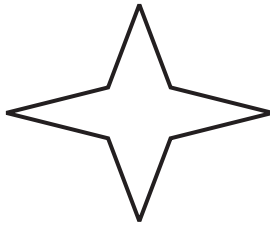
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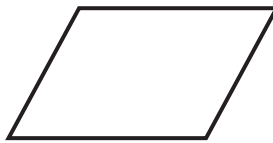
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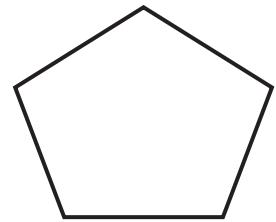
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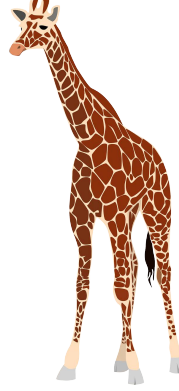
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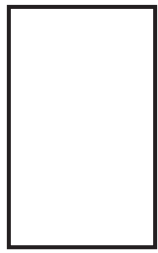


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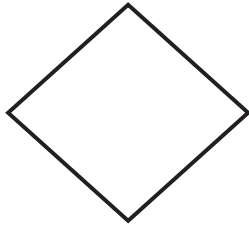


# Which of the polygons are quadrilaterals

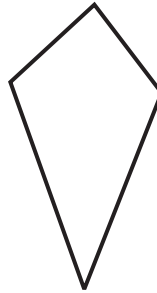
Put a tick against each polygon that is a quadrilateral



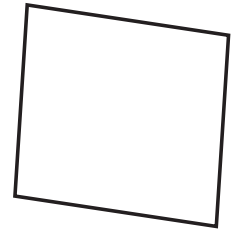
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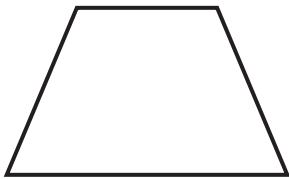
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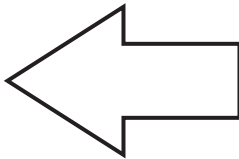
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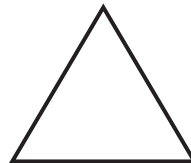
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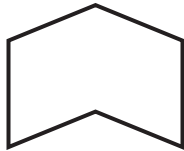
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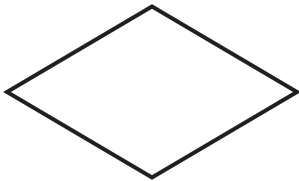
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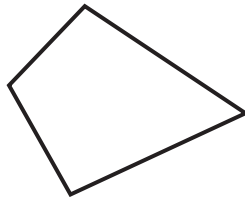
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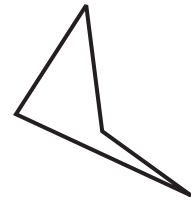
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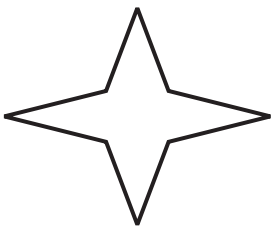
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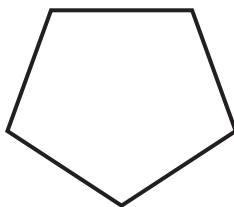
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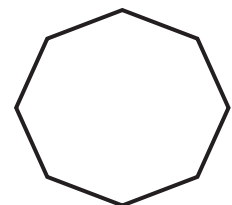
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