

# Count the Corners!

Circle the number of corners that each object has.



5

3

2



5

4

6



5

4

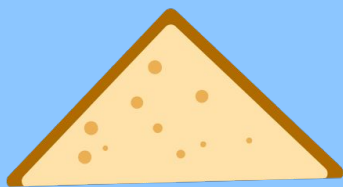
6



4

1

0



3

6

0

