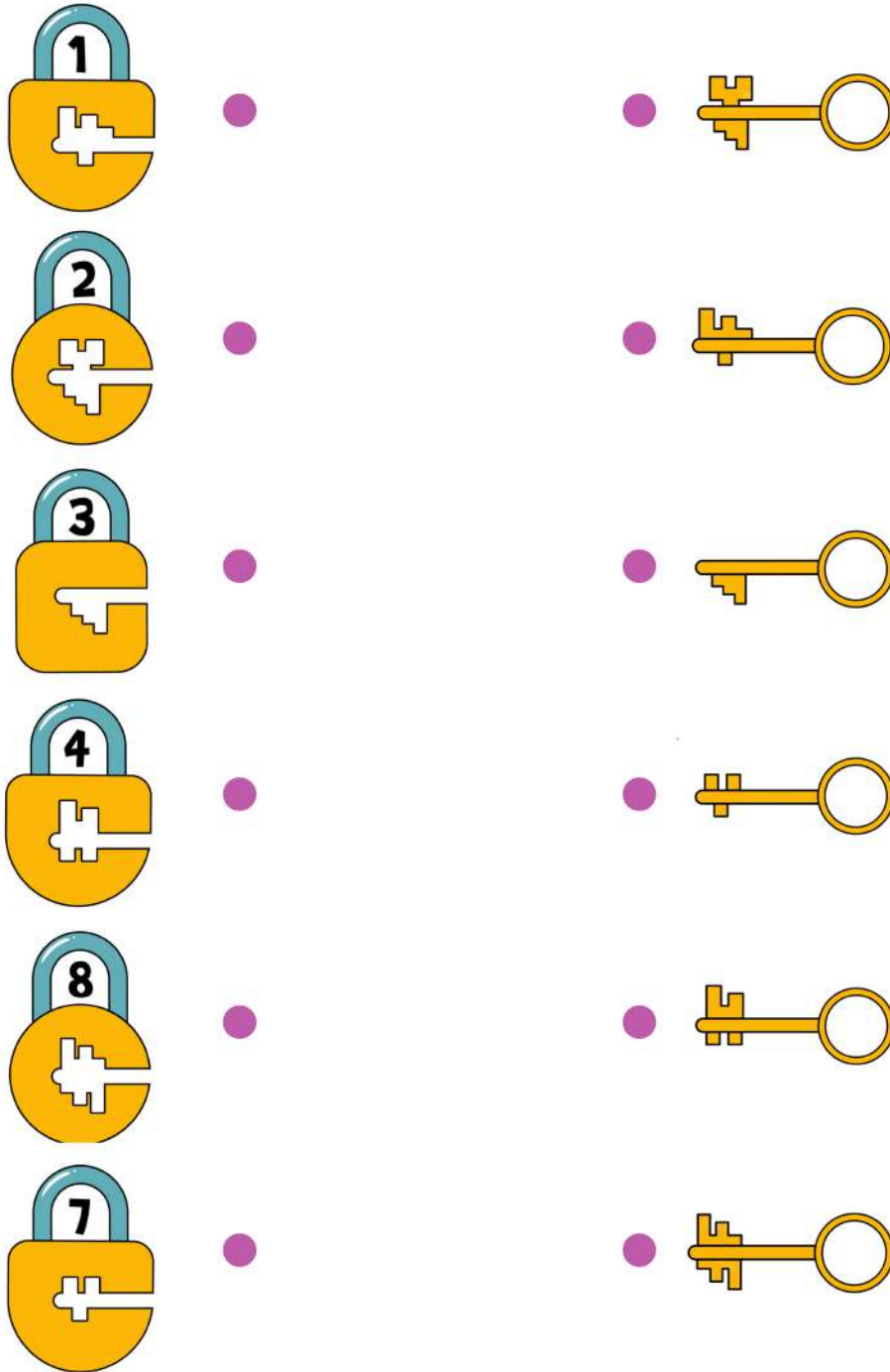


# MATCHING KEY

See if you can match each key to its lock.



Compares and sorts objects from the natural world.



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