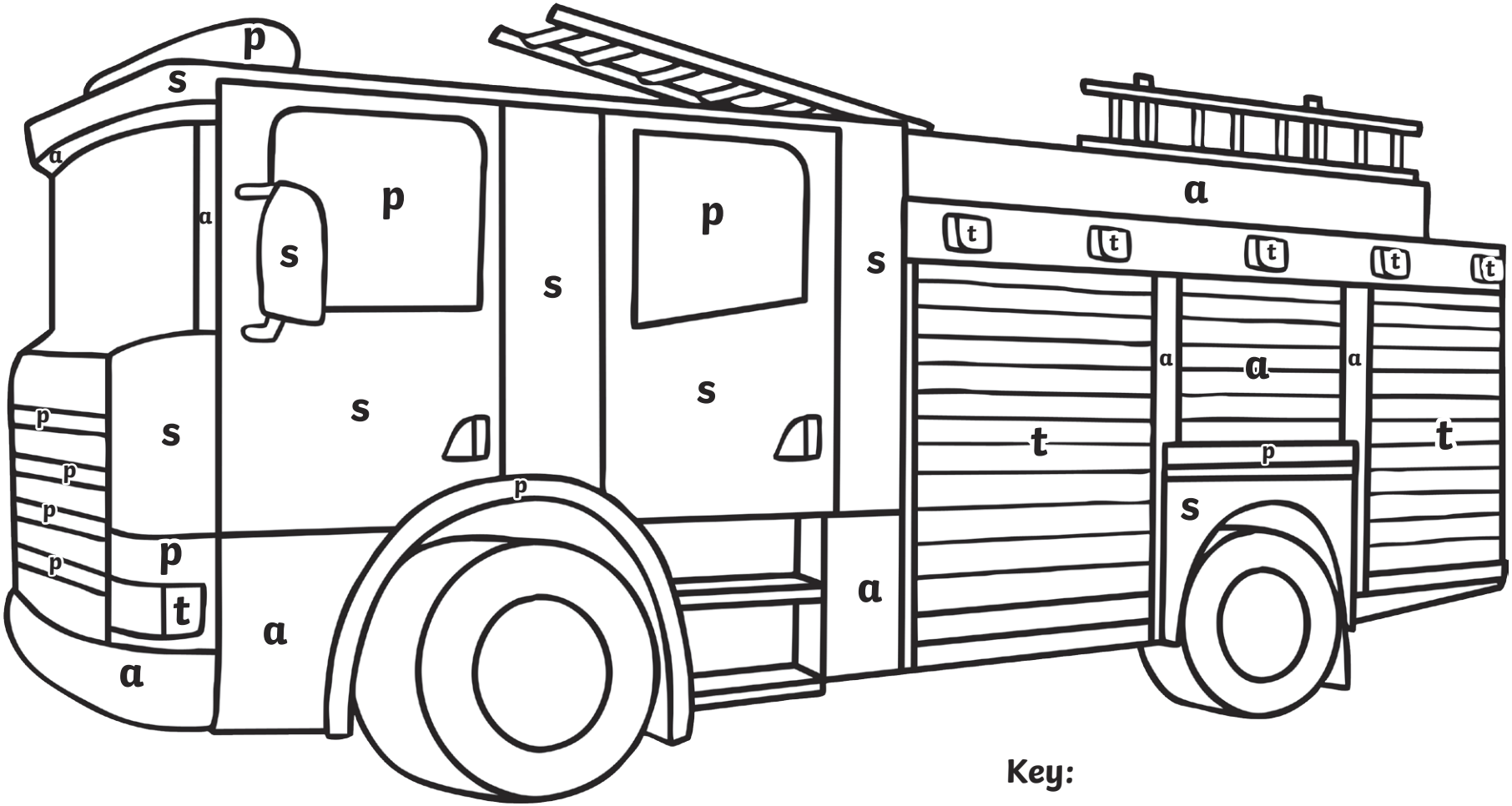
# Colour by Phoneme

Colour the fire engine using the colours in the key.




**Key:**

| s | a | t | p |
|---|---|---|---|