

# Discovering French Rouge: Unité

## 3-1

W A X N M Y L M H M M A R C H E R S U R  
M G B T O Y G K G E B P E W S L B E R Y  
H W O X L R G J L T A R K N H A F N R S  
P C P E L E J M I T E T O W F I D O E V  
E R C V E U T C S R À K Y N O S T Y N S  
R G É P E Q F I S E X R B F Z S R E G U  
D U L V F I W Y E L R D U H R E J R I F  
R R D O I P Z Y R E M K B E L R R C A N  
E E A J N T R Y G F I M F S P Z T W B O  
L S N F R Z E É E E J R F T R E I E E W  
É S S I V F T R W U E P A E S R R Q S G  
Q A L C N O W K H U E R I H E I R I K U  
U C E J R R J Y L C J W R C U U Q A A Y  
I E S P E V X L B X X E E É Q R W T J F  
L S B I R T O J Y C J I U D I T A T K X  
I U O S E P E R D R E U N S T É M R Q L  
B G I J Q H Q R U Y E N T E S D Q A W V  
R S S O I N B N D V P H O D U K H P Z Y  
E N R E S S E L B E S J U Q O S P E M F  
K W Z C H J R S E F A I R E M A L R H E

WALK  
SUNBATH  
TO SCARE  
TO LEAVE  
MOSQUITOS  
TO STEP ON  
TO SET A FIRE  
TO BREAK (A LEG)

WOODS  
TO SLIP  
TO THROW  
TO STING  
TO POLLUTE  
TO GET LOST  
TO CATCH, GET  
TO INJURE ONESELF

REFUSE  
DESTROY  
TO AVOID  
TO DROWN  
TO PROTECT  
TO GET HURT  
TO GO SWIMMING  
TO LOSE ONES BALANCE

# Solution

W A X N M Y L M H M M A R C H E R S U R  
M G B T O Y G K G E B P E W S L B E R Y  
H W O X L R G J L T A R K N H A F N R S  
P C P E L E J M I T E T O W F I D O E V  
E R C V E U T C S R A K Y N O S T Y N S  
R G E P E Q F I S E X R B F Z S R E G U  
D U L V F I W Y E L R D U H R E J R I F  
R R D O I P Z Y R E M K B E L R R C A N  
E E A J N T R Y G F I M F S P Z T W B O  
L S N F R Z E E E E J R F T R E I E E W  
E S S I V F T R W U E P A E S R R Q S G  
Q A L C N O W K H U E R I H E I R I K U  
U C E J R R J Y L C J W R C U U Q A A Y  
I E S P E V X L B X X E E E Q R W T J F  
L S B I R T O J Y C J I U D I T A T K X  
I U O S E P E R D R E U N S T E M R Q L  
B G I J Q H Q R U Y E N T E S D Q A W V  
R S S O I N B N D V P H O D U K H P Z Y  
E N R E S S E L B E S J U Q O S P E M F  
K W Z C H J R S E F A I R E M A L R H E