



non-living things











Non-living things:



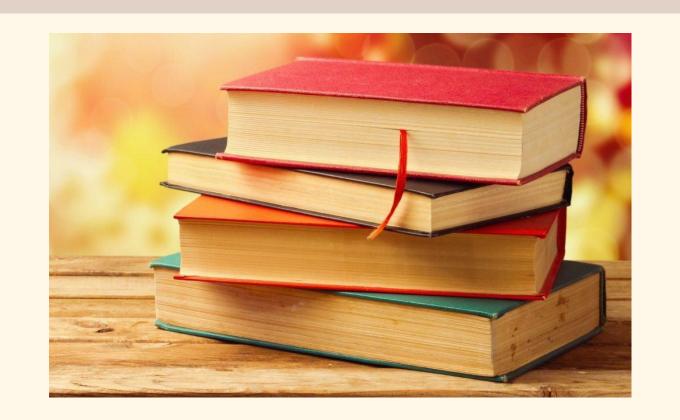


Non-living things:





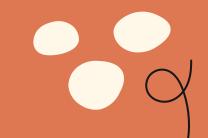
Non-living things:











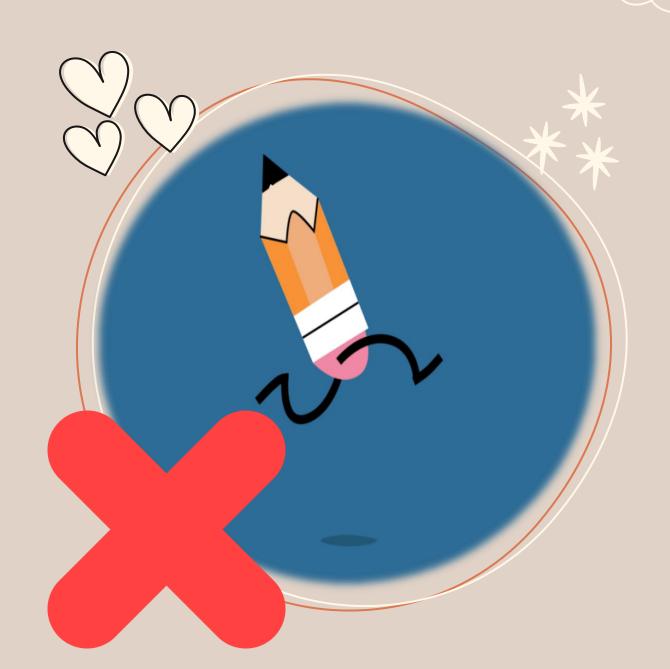


Non-living things can't move

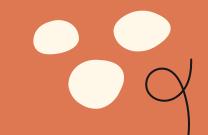














Non-living things can't change

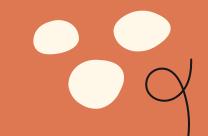














Non-living things can't grow

clock can't grow



pencil can't grow

