

# Long e

## Read and choose

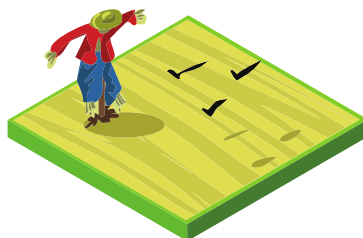
**thief**



**grief**



**field**



**piece**



**yield**

