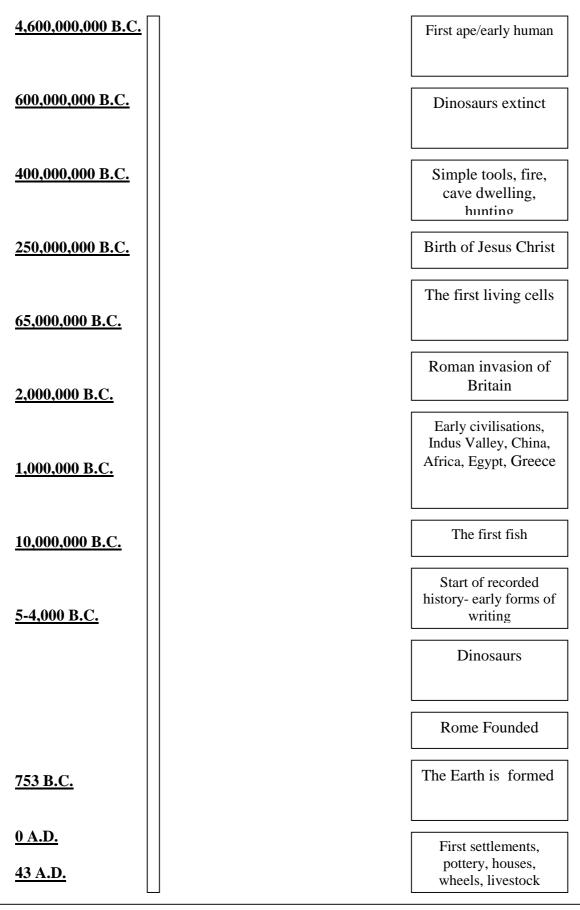
Understanding "Deep" Time: NOT to scale



Move the blocks on the right hand side to where you think they belong on the timeline