Snits Giggles HOTHERMOOD, EDUCATION, LIFE.

APES & ALLIGATORS

To Prep

Print on heavy white cardstock. Cut out word cards. Laminate cards and place the game board in a sheet protector for durability and storage.

You Will Need

A token for each player such as counting bears, counting discs, colored paper clips, or coins. A spinner or die.

To Play

For All Stages: Players take turns rolling and moving their token the appropriate number of spaces. Players then read the number of cards printed on that space aloud (or take the indicated action). If a player lands on the "Gator Chase!" space, they must go back and begin again from the marked space. If a player lands on "Bonus," the player can read one card for each year old, or set a timer (30 seconds – 1 minute) and they read as many cards as they can during that time. You could also roll or spin and the player reads the corresponding number of cards. Crossing the finish line first is one way to win. Reading the most cards is another. Make the choice that works best for your learner.

- Stage 1: Use the short-vowel word cards only (pale green lettering).
- Stage 2: Use the long-vowel word cards only (tan lettering).
- Stage 3: Use both the both the short-vowel and the long-vowel cards.
- Stage 4: Add the cards ending in "_" (dark green lettering). The player reads the short vowel word as printed, then adds an imaginary "e" to make the vowel say its name!

START		1	Roll Again	2	1	BONUS
1		2				1
2		1	* <u>\</u> \'	END	ĈÃ.	2
1		3		1		Lose Turn
2	4	1		2		1
4	Chase!	2		1		2
3		1		3		1
Lose Turn		2	Roll Again	1		3
1				7		1
BONUS	Roll Again	1	2	Lose Turn	1	2

babe bake base cake came care case cave

dare date fake fame game gate lake

late make male name pave rake rare safe

sake same save sane take tale tame tape

wade wave can cap hat mad mat man

pal tap can man fan tan

pen	tsw
hot	dog
lot	bog
frog	clog

nut	run	
fun	Sun	
bun	lid	
Sit	Slim	

Spin	mud