



BAKING WITH BLENDS

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 tokens for each player such as counting bears, counting discs, colored paper clip, 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 “Cake Falls!” 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. 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 purple-lettered cards – i.e. those with beginning blends only.*

Stage 2: Use the rose-lettered cards – i.e. those with final blends only.*

Stage 3: Use both the purple- and rose-lettered cards – i.e. those with either a beginning blend or a final blend.*

Stage 4: Use the navy-lettered cards – i.e. those with both a beginning blend and a final blend.

Stage 5: Use all the cards – beginning, final and both beginning/final blends.

*Most teachers teach beginning blends, then final blends. Not all reading programs follow this order, however. If you are using *The Ordinary Parent's Guide to Teaching Reading* (OPGTR) by Jessie Wise and Sara Buffington and would like to use the cards in the order presented in that book, use the purple, then rose. The navy cards are integrated throughout OPGTR and you can choose when to introduce those into the game.

END		1	Roll Again	2	1	BONUS
1		2				1
2		1		START		2
1		3		1		Lose Turn
2		1		2		1
Cake Fell! 		2		1		2
3		1		3		1
Lose Turn		2	Roll Again	1		3
1						1
BONUS	Roll Again	1	2	Lose Turn	1	2

sack

pick

pack

quack

peck

rock

deck

duck

milk

silk

sulk

bulb

help

gulp

fast

last

mist

dust

rust

best

rest

cost

just

list

rent

dent

went

lent

hunt

left

gift

lift

sift

soft

felt

belt

melt

wilt

quilt

act

fact

kept

wept

lamp

damp

camp

bump

jump

gasp

lisp

elf

self

golf

elm

film

and

sand

land

send

bend

wind

pond

ask

task

bask

tusk

next

bank

sank

tank

yank

sink

wink

link

pink

bonk

honk

bunk

dunk

hunk

junk

blob

bless

club

blot

class

flap

flat

flit

flag

glad

glass

glum

plus

plums

slim

sled

slug

smell

smug

smog

spell

spin

spit

spot

spill

scab

scan

scoff

scat

skip

skim

skin

snag

sniff

snug

stop

step

still

brag

brass

brass

crab

crisp

drag

dress

drill

drop

drum

frill

frog

grill

grin

grass

press

prod

trim

trip

trap

squid

swim

swam

twig

twill

black

blend

clock

click

clack

flock

glint

pluck

plump

slick

slept

smack

scalp

scant

skunk

snack

stand

stick

stink

stack

stamp

brand

brick

crab

crack

crept

craft

frock

frost

grasp

prank

prick

print

truck

track

squint

swift

swept