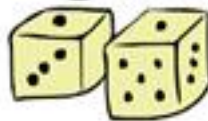




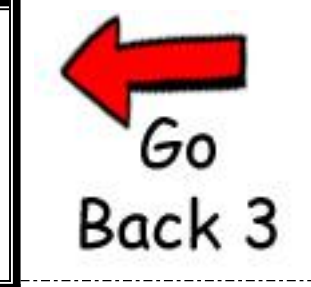
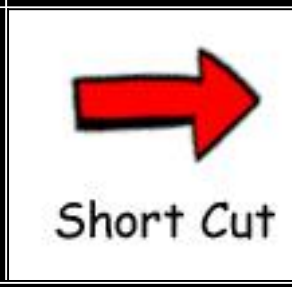


Roll
Again



Guess

Who?





Rule:

A player rolls the dice and advances that number of spaces. The teacher will ask a question from the category of the space the student lands on. If the student lands on **Choice**, the student can choose whatever category he or she wants. If the student can't answer the question (after a fixed amount of time) the student must go back to the square they were at at the beginning of their turn.

Guess

Who?



Places



People



Guess

When?



Short Cut

Guess
What?



Times



Guess

Where?



Places



Things

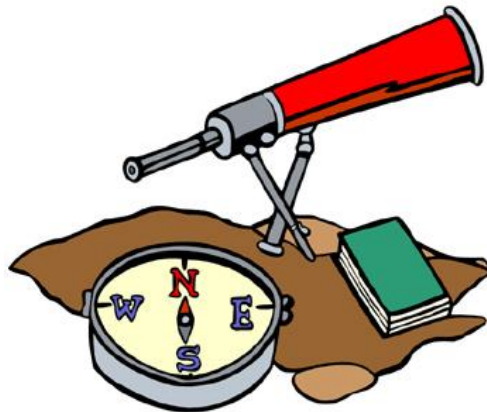


Things



Guess

Who?



Places



Guess
What?



Times



Guess

Where?



Start

Guess What