



Begins  
With



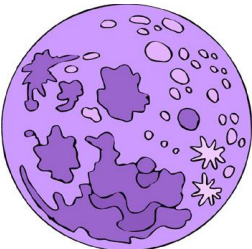
ar Words or  
ai aw ew ow  
ea ee ea oo  
That Have



ar Words or  
ai aw ew ow  
ea ee ea oo  
That Have



Begins  
With



Begins  
With

Roll  
Again  


Ends  
With  

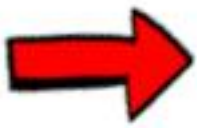

quick fast  
  
Synonyms

Free  
Candy  




  
Opposites

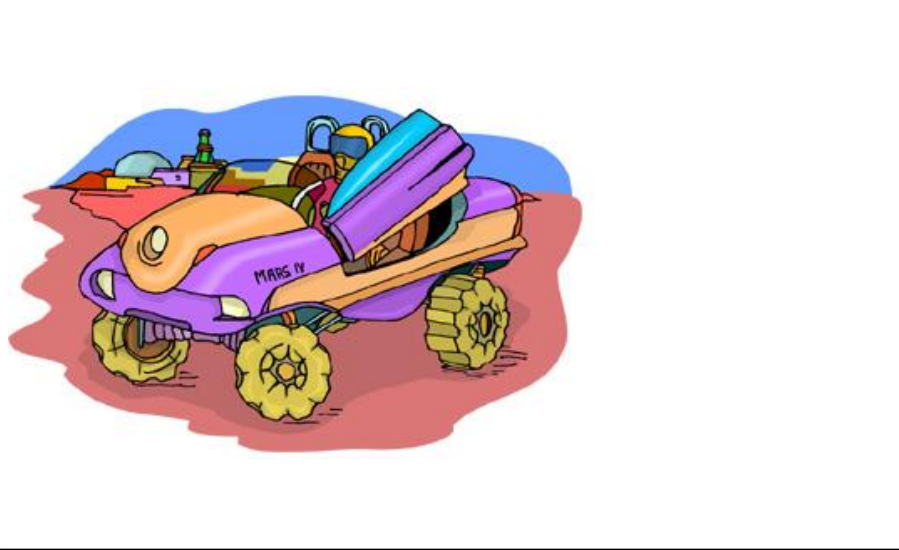
cat  
hat  
  
Rhymes

  
Short Cut

  
Go  
Back 3

Ends  
With  


  
Choice



ar Words  
ai aw ew ow  
ea ee ea oo  
That Have

cat  
hat  
  
Rhymes

Ends  
With  


Begins  
With

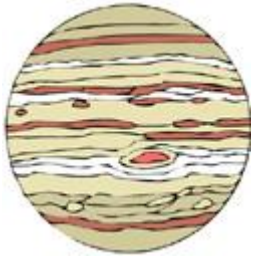
Free  
Candy  


  
Trade  
Places

quick fast  
  
Synonyms






 <b>Opposites</b>	 <b>Choice</b>	<b>B</b> egins <b>W</b> ith
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ar <b>Words</b> or ai aw ew ow ea ee ea oo <b>That Have</b>	 <b>Rhymes</b>
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 <b>Opposites</b>	quick fast  <b>Synonyms</b>	Fall  in a Hole (follow the arrow)	 <b>Free Candy</b>
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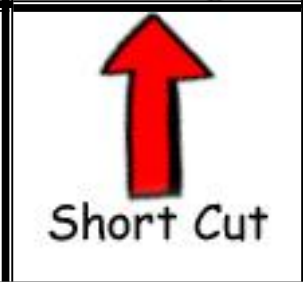
 <b>Choice</b>	 Go Ahead 2	 <b>Ends With</b>	<b>B</b> egins <b>W</b> ith
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 Lost follow the arrows	
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 Miss A Turn	 <b>Opposites</b>	quick fast  <b>Synonyms</b>	 Lost follow the arrows
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 Go Back 3	 <b>Finish</b>
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Rule:  
A player roles 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 there turn.



# Word Skills