



Puppy Place Game

Play games and rescue puppies on the back of the workbook!

All games: Use the reading book for the week to create questions for the games. Players answer a question or complete a task before earning a roll. Players will get a point for each correct answer or completed task. If a player lands on a puppy space, rescue the puppy and take it home (move to the center of the board). On the next turn, the player will roll and move from the start space.

Players earn a point for each task completed successfully. Players earn an extra point for each puppy they rescue. Players also earn a point for completing the path when they cross the start space (not from the doghouse). Players may keep track of points using small objects such as counters, beans, or coins. Points can also be kept on paper as a scorecard. The first player to score 10 points wins.

Use a die, spinner, or draw numbers to move on the board with game pieces (small objects or game pawns).

Games: *(tasks to complete before moving)*

Word List Reading Game: Read a word from the list. You may limit it to words that are also a part of the week's phonics theme.

Word List Meaning Game: This game would most likely require an adult to create questions or clues. Direct questions to a player on their turn to find a word on the word list according to the meaning. It does not need to be a formal clue. For example: *Find a word that means _____. or What is something that _____?*

Word List Rhyme Game: Find a word on the list that rhymes with _____.

Word List Sentence Game: Use the word _____ in a sentence.

Find a Word Story Game: Find the word _____ on page _____.

Read a Sentence Game: Read the (first, second, third...) sentence on page _____.

Answer Sentence Game: Find a sentence on this page that tells _____.

Finish the Sentence Game: One player or the teacher reads part of a sentence. The player taking the turn finishes the sentence. You may tell the player the page the sentence is on or a choice of two pages.

Answer a Question Game: Make up questions to ask about the story that a player must answer before moving on the board.