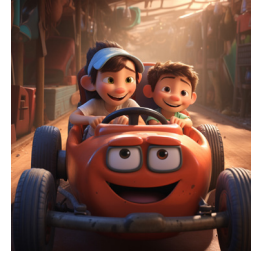




# Go-Cart Games

*Play games and race a go-cart on the back of the Language and Reading (LAR) workbook!*



**All games:** In most 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 space with a go-cart, players can complete a second task to roll again.

Players earn a point for each task completed successfully. Players also earn a point for being the first player to reach the FINISH space. 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. All players continue moving until they reach the FINISH space. The player with the most 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)

**Vocabulary Word Game 1:** A teacher or another player reads a definition. The player says the vocabulary word. You may also include words from previous weeks.

**Vocabulary Word Game 2:** A teacher or another player reads a vocabulary word. The player says a definition. Players do not have to say the definitions exactly how it was presented in the curriculum. They just have to give a good explanation of the meaning. You may also include words from previous weeks.

**Vocabulary Word Game 3:** A teacher or another player reads a vocabulary word. The player taking the turn uses it in a sentence correctly.

**Parts of Speech Game:** Use a Reading Book with the story from the current week. Roll and move first. Find a word for the part of speech that is indicated on the space. If you land on a go-cart space, find any word and tell its part of speech.

**Find A Word Sentence Game:** Use a Reading Book with the story from the current week. One player or teacher reads a sentence from a page in the story. Tell the player the page number of the sentence. The player taking the turn has to find the sentence and point it out in the book. You could use a timer and put a time limit on finding the sentence.

**Answer Sentence Game:** Use a Reading Book with the story from the current week. Find a sentence on this page that tells \_\_\_\_\_.

**Finish the Sentence Game:** Use a Reading Book with the story from the current week. 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. You could use a timer and put a time limit on finding the sentence.

*Make up your own games, too!*