

## Generic Board Game - Parent directions

**Goal** - to reinforce any skills already taught

The object of the game is to be the first to go around the board from start to finish.

### How to play:

1. Players will toss a die in turn and move the number of places shown by the number on the die. *with a playing piece*
2. If the player lands on a heart, the player must turn over one heart card and correctly do whatever skill that that card is asking. For example, if you are practicing reading words with the "un" chunk and the card says "sun", the player must correctly read the word "sun". If the player cannot do the task correctly, the player stays where he was before turning over the card.
3. If the player lands on a star, the player must turn over one heart card and correctly do whatever skill that that card is asking. It can be the same skill as the heart cards or a related skill. For example, the star cards can be practicing reading the chunk "it". If the player cannot do the task correctly, the player stays where he was before turning over the card.
4. If the player lands on a happy face, he/she will get an extra turn. If the player lands on a sad face, he/she will get lose a turn.
5. If the player lands on a star and a heart, the player must turn over one of both cards and correctly do whatever both cards are asking.

### Parent preparation

1. Parents make a game board based on the model on the other side of this sheet on oak tag or colored paper.
2. Parents can make two sets of skill cards by using index cards or paper.
3. Skill cards should have a symbol on one side and the skill to be practiced on the other side. There should be two different sets of cards made, with two different symbols.
4. Possible skills to reinforce: spelling words, spelling words and their definitions, sight words, words using a particular sound or "chunk", math facts, numbers, counting by 5, 10, 2, multiples of a number, factors, equivalent fractions, etc.

Départ →

Arrivée ←

