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Rhyming Words

For grades K-2; Groups of 2-4

Materials Needed:

The Suit Up! game board

Game pieces

Sets of people pieces

1 die

Game cards

Teacher/Leader

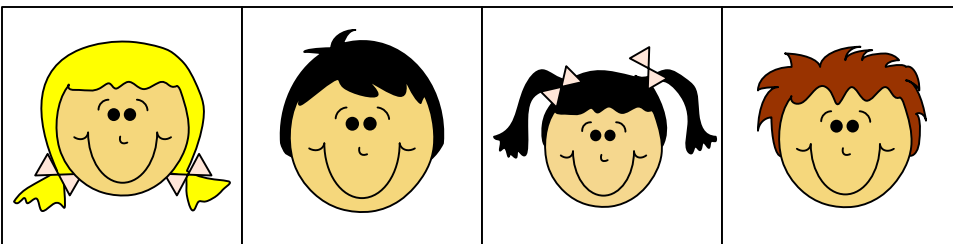
How to Construct:

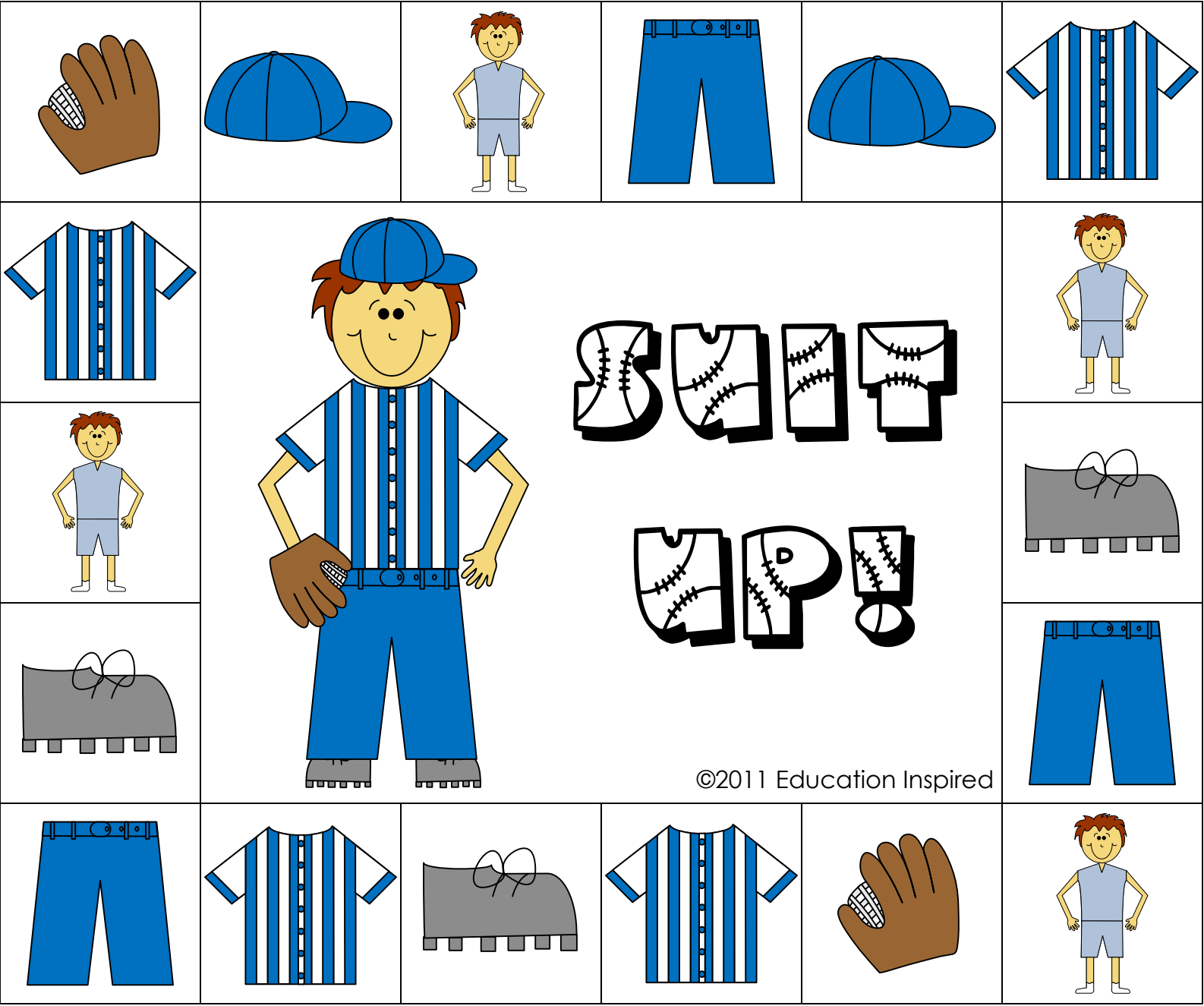
1. Laminate the game board onto the front of a manila envelope, and the rules on the back of the envelope. Make sure the envelope is open when it is laminated.
3. Laminate the game pieces and people pieces.
4. Cut out the pieces.
5. Use scissors to slice open the laminate at the opening of the envelope.
6. Store the game pieces in the game board envelope.

How to Play:

1. Remove the title and instructions.
2. Shuffle the cards and place them in the middle of the game board. Place the people pieces beside the cards.
3. Each player may place a chosen marker anywhere desired on the game board.
4. Take turns around the group. Roll a die and move the number of spaces rolled.
5. Pick a card and have the teacher read it aloud. Identify the word that does NOT rhyme with the other words. If the answer is correct, take the piece of person that you landed on if you do not have it and your turn is over. If you already have it your turn is over. If the answer is incorrect, you do not get the piece. If you already have it and the answer is incorrect, you must put it back on the game board.
6. After each turn, return the card back to the bottom of the card stack.
7. The first player to get all the people pieces wins.

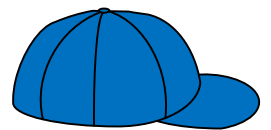
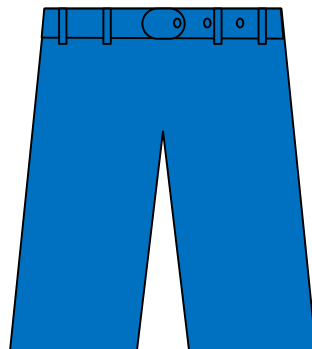
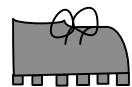
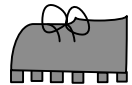
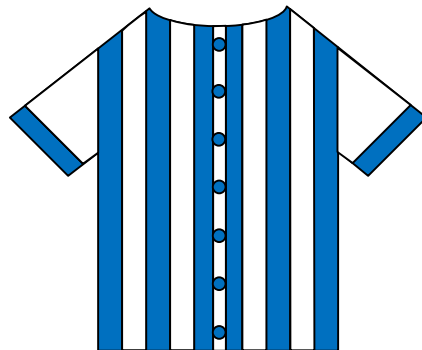
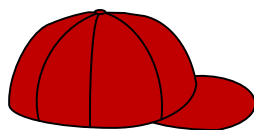
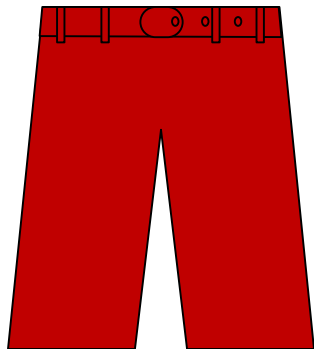
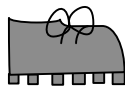
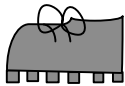
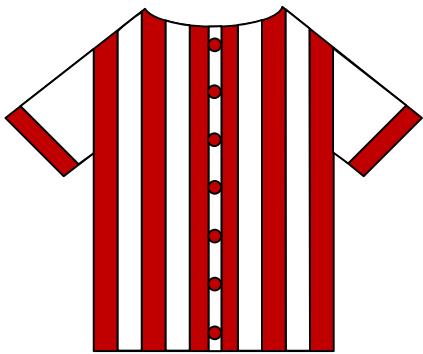
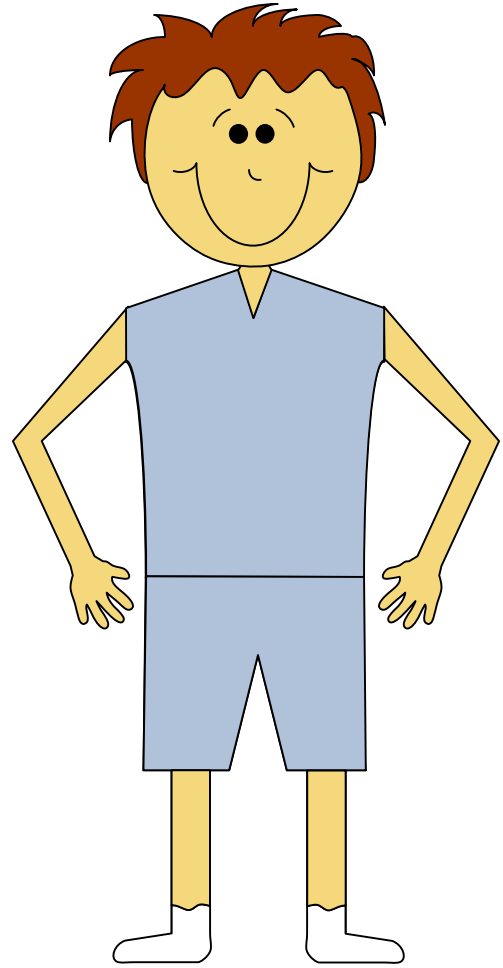
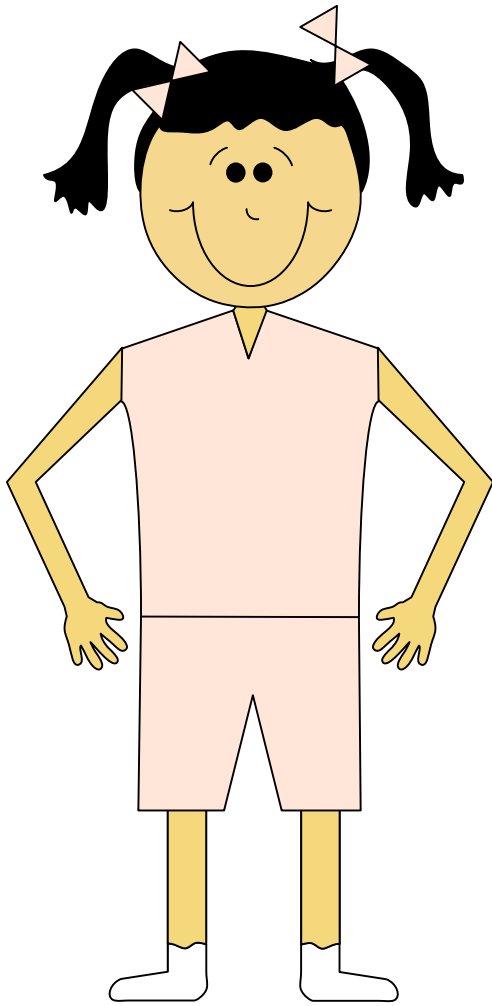
Game Pieces



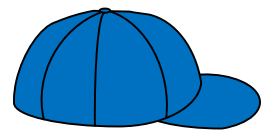
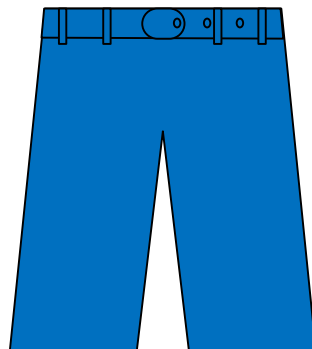
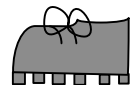
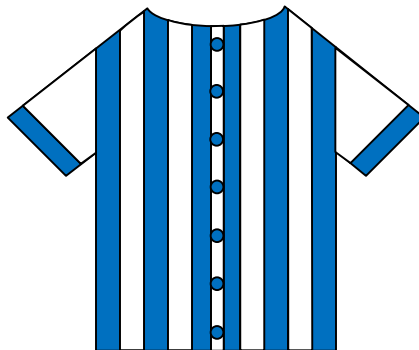
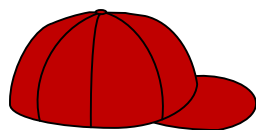
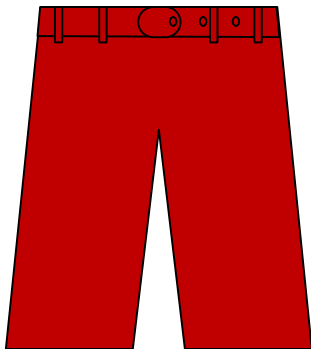
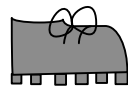
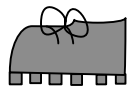
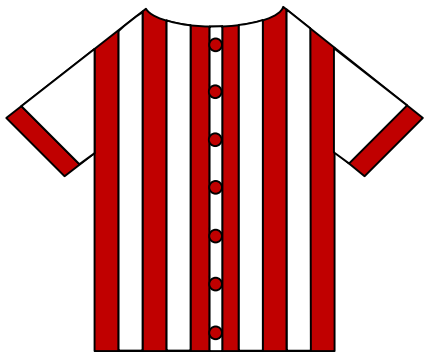
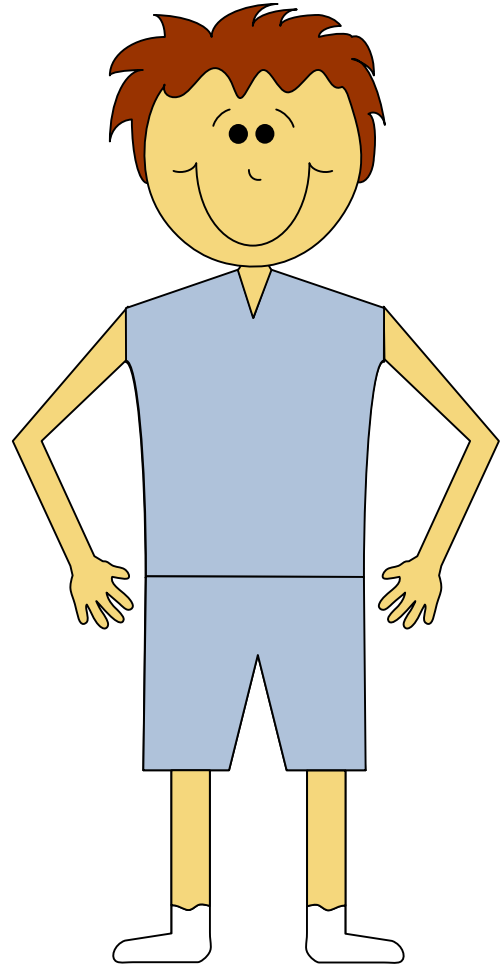
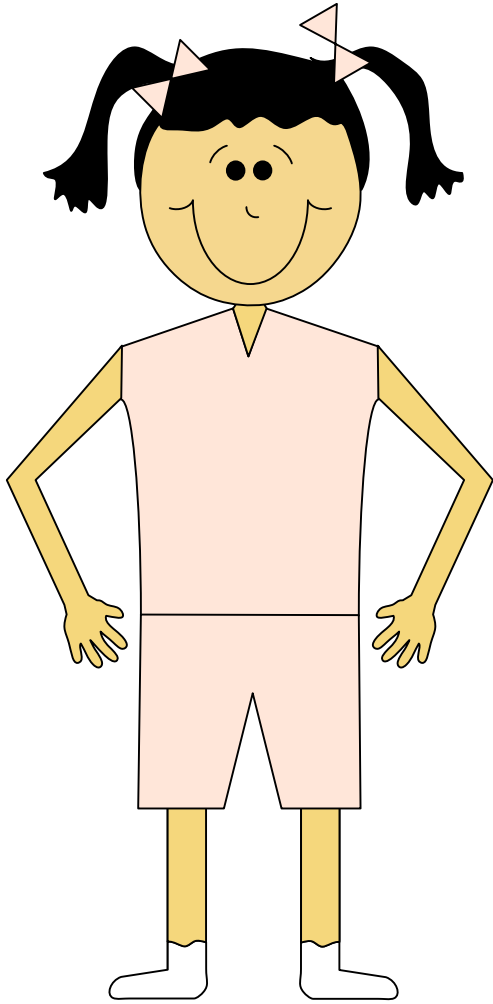


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People Pieces



People Pieces





Rhyming Words

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For grade K-2, Groups of 2-4

How to Play:

1. Remove the title and instructions.
2. Shuffle the cards and place them face down in the middle of the game board. Place the people pieces beside the cards.
3. Each player may place a chosen marker anywhere desired on the game board.
4. Take turns around the group. Roll a die and move the number of spaces rolled.

Answer Key

- | | | |
|---------|----------|-----------|
| 1. fan | 8. moon | 15. sob |
| 2. pat | 9. rat | 16. rut |
| 3. dot | 10. car | 17. yum |
| 4. mock | 11. hop | 18. grin |
| 5. sit | 12. pin | 19. sling |
| 6. dot | 13. shed | 20. hum |
| 7. pin | 14. hot | |

5. Pick a card, and have the teacher/leader read the card. Identify the word that does NOT rhyme with the other words. If the answer is correct, take the piece of person that you landed on if you do not have it and your turn is over. If you already have it your turn is over. If the answer is incorrect, you do not get the piece. If you already have it, you must put it back on the game board.
6. After each turn, return the card back to the bottom of the card stack.

7. The first player to get all the people pieces wins.

cat
fan
sat

1

pat
man
ran

2

clock
rock
dot

3

mock
bed
red

4

ring
sit
sing

5

hen
den
dot

6

pin
sit
bit

7

book
moon
look

8

cab
lab
rat

9

car
mad
glad

10

sob
hop
glob

11

lid
slid
pin

12

shed
jet
met

13

fog
hot
log

14

spot
rot
sob

15

rut
drum
glum

16

bug
yum
rug

17

slip
trip
grin

18

dig
sling
pig

19

shut
cut
hum

20