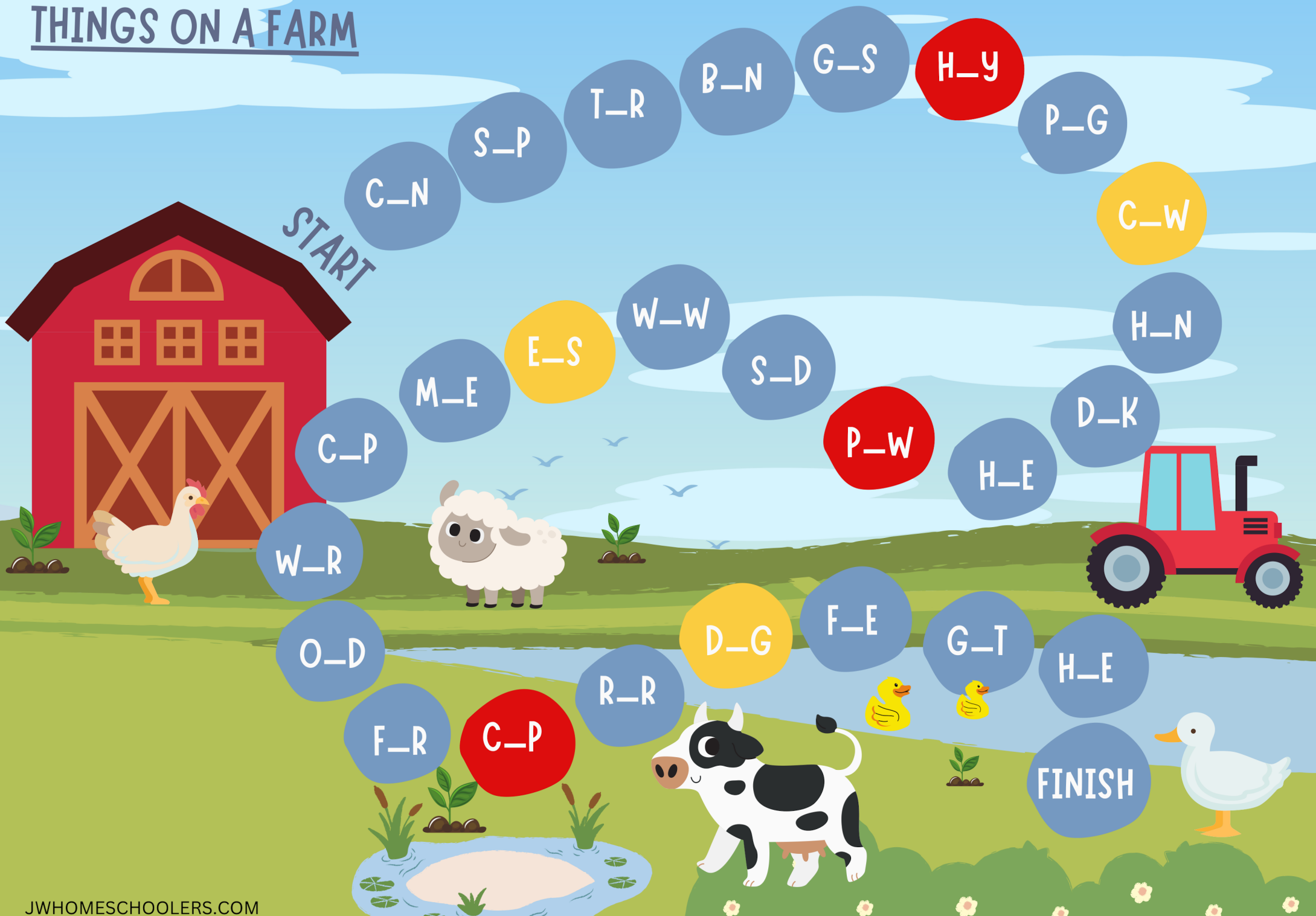


THINGS ON A FARM



START

C-N

S-P

T-R

B-N

G-S

H-y

P-G

C-W

H-N

W-W

S-D

E-S

M-E

P-w

D-K

C-P

H-E

W-R



O-D

D-G

F-E

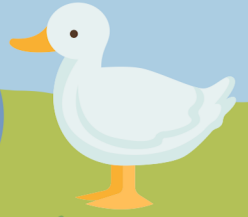
G-T

H-E

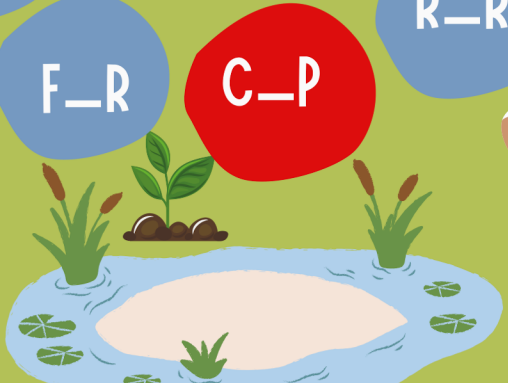
F-R

C-P

R-R



FINISH



Word List

CHICKEN

SHEEP

TRACTOR

BARN

GRASS

HAY

PIG

COW

HEN

DUCK

HOE

PLOW

SEED

WHEELBARROW

EGGS

MAIZE

CROP

WATER

ORCHARD

FARMER

COOP

DOG

FENCE

GOAT

HORSE

RULES

THERE ARE TWO WAYS TO PLAY:

SPELLING THE WORD/SOUNDING OUT THE WORD MOVES THE PLAYER ONE SPACE. THEN IT IS PLAYER TWO'S TURN. PLAYER TWO MUST KNOW HOW MANY SYLLABLES IN THE WORD TO MOVE FORWARD/ OR BE ABLE TO SPELL THE WORD. YOU CAN ALTERNATE TO GIVE EVERYONE A CHANCE TO SPELL AND SOUND OUT WORDS. WHOEVER REACHES THE FINISH LINE FIRST IS THE WINNER!

GUESSING THE WORD ITSELF IS THE GAME! THIS IS MUCH HARDER. EVEN WITH THE FIRST AND LAST LETTER GIVEN! TO PREVENT FRUSTRATION THE ADULT ADMINISTERING THE GAME SHOULD GIVE CLUES WHEN NEEDED. FIRST PLAYER GETS A CHANCE TO GUESS THE WORD. IF PLAYER ONE IS RIGHT THEY MOVE A SPACE. OTHERWISE THEY STAY PUT. IF PLAYER ONE WAS WRONG THEN PLAYER TWO GETS A CHANCE. IF PLAYER TWO GETS IT RIGHT THEY MOVE FORWARD. WHOEVER REACHES THE FINISH LINE FIRST WINS!