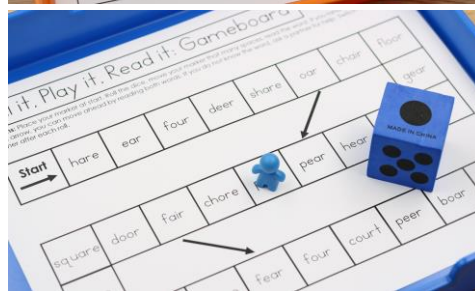
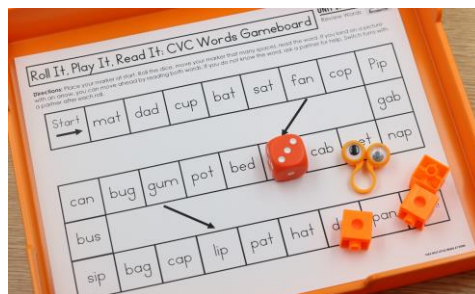


## ■ A NOTE FROM TARA WEST

Thanks so much for downloading my Guided Phonics + Beyond supplemental packet: Gameboards Free Download. This packet offers 75 phonics-based gameboards. The gameboards can be used in multiple settings: whole-group instruction, small-group instruction, independent literacy center, and/or at-home supplement. Students will complete the gameboards using the embedded directions. If you have any additional questions as always, feel free to email me at [littlemindsatworkllc@gmail.com](mailto:littlemindsatworkllc@gmail.com), follow me on [Facebook](#), or visit my blog, [Little Minds at Work](#).



## ■ CLICKABLE SCOPE AND SEQUENCE

**UNIT 1**

**UNIT 2**

**UNIT 3**

**UNIT 4**

**UNIT 5**

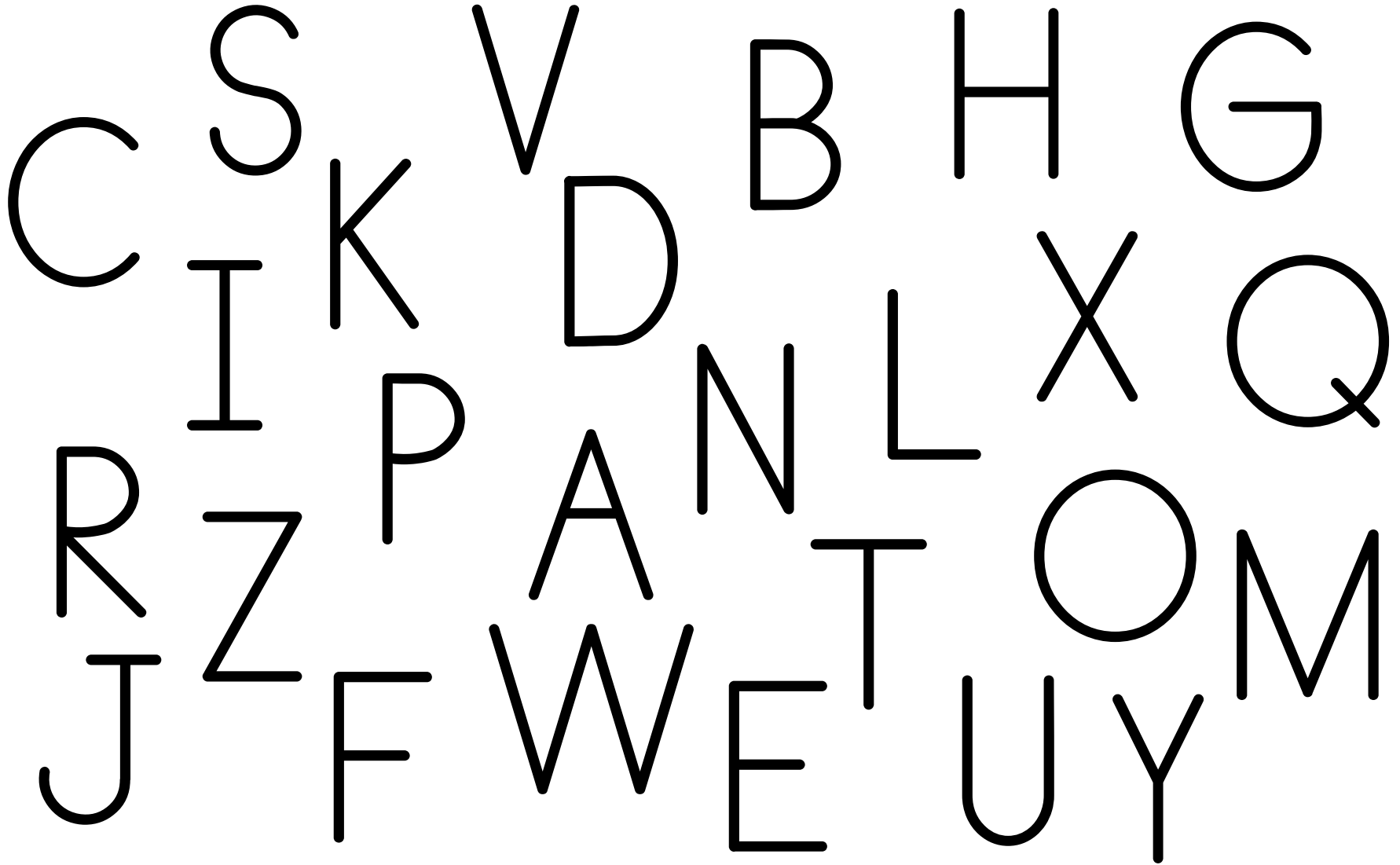
**UNIT 6**

# I Spy: Letters A-Z Review Gameboard

**UNIT 1: I Spy**  
Letter Review



**Directions:** With a partner, take turns spotting a letter. *I'll go first...* "I spy, with my little eye, the letter N!"



# I Spy: Letters a-z Review Gameboard

**UNIT 1: I Spy**  
Letter Review



**Directions:** With a partner, take turns spotting a letter. *I'll go first...* "I spy, with my little eye, the letter e!"

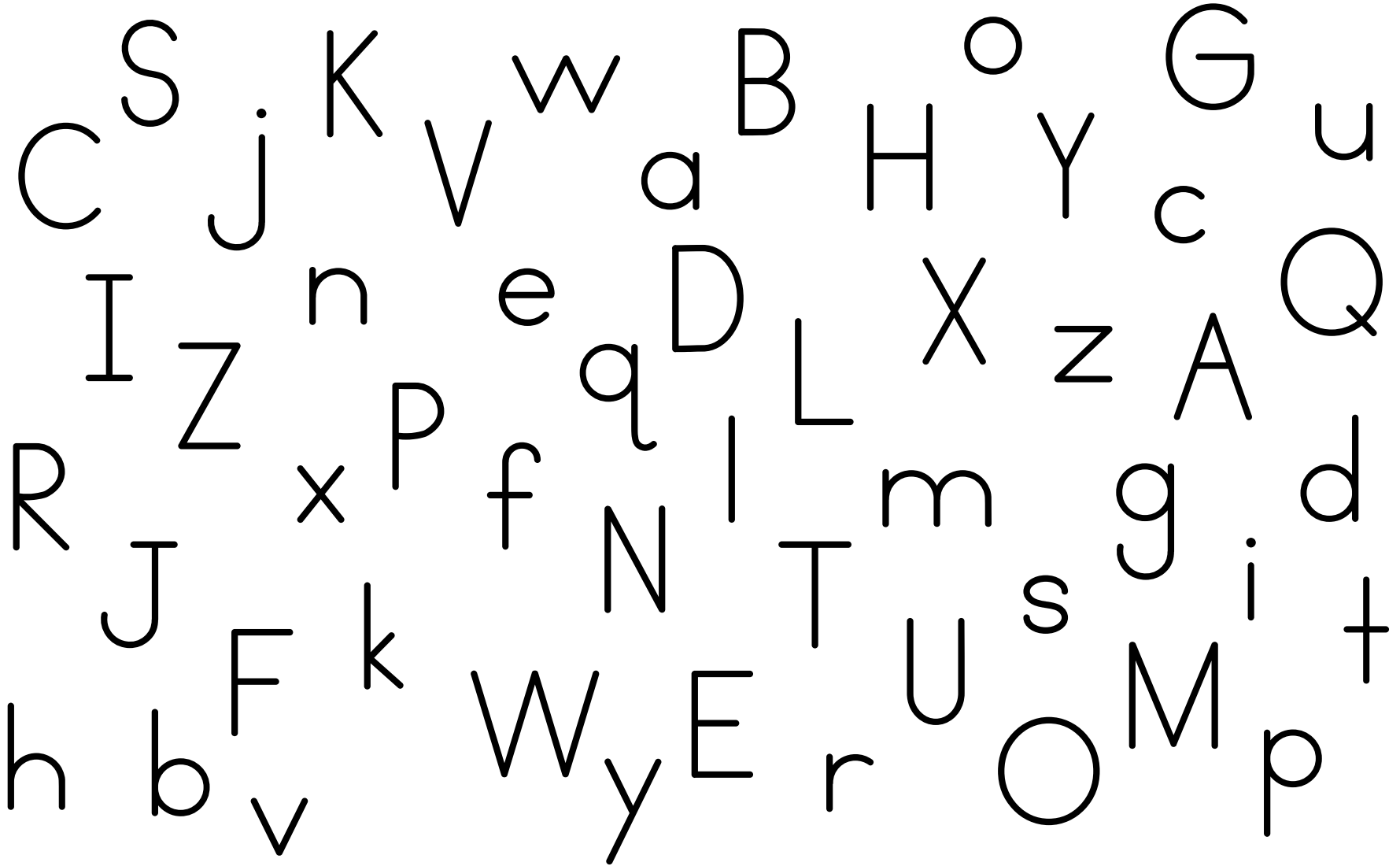
b w j a u l x  
o n e y z  
s f h c m g d  
v k q r t p i

# I Spy: Letters A-Z Review Gameboard

**UNIT 1: I Spy**  
Letter Review



**Directions:** With a partner, take turns spotting a letter. *I'll go first...* "I spy, with my little eye, a capital A!"



# Roll It, Play It, Say It: Alphabet Gameboard

**UNIT 1: REVIEW**  
Capital Letters



**Directions:** Place your marker at the start. Roll the dice, move your marker that many spaces, and say the letter. *Now switch turns!* If you land on a letter with an arrow, you can move ahead by stating both letter names. If you do not know the letter name, ask a partner for help.

Start →	T	X	F	A	M	C	P	H
								N
Q	L	E	Z	I	S	U	G	R
D								
W	Y	J	O	V	G	B	K	Finish!

Arrows indicate movement from 'A' to 'S' and from 'D' to 'Y'.

# Roll It, Play It, Say It: Alphabet Gameboard

UNIT 1: REVIEW

Lowercase  
Letters



**Directions:** Place your marker at the start. Roll the dice, move your marker that many spaces, and say the letter. *Now switch turns!* If you land on a letter with an arrow, you can move ahead by stating both letter names. If you do not know the letter name, ask a partner for help.

Start →	m	f	s	g	y	c	u	z
								d
v	k	b	l	w	i	p	a	n
t								
e	x	h	q	r	j	o	d	Finish!

Arrows indicate special moves: from 'u' to 'd' and from 't' to the space between 'x' and 'h'.

# Roll It, Play It, Say It: Alphabet Gameboard

UNIT 1: REVIEW

Mix of Letters



**Directions:** Place your marker at the start. Roll the dice, move your marker that many spaces, and say the letter. Now *switch turns!* If you land on a letter with an arrow, you can move ahead by stating both letter names. If you do not know the letter name, ask a partner for help.

Start →	I	S	b	r	W	j	C	U
								d
A	L	f	o	Q	h	t	K	x
z								
m	y	N	G	v	P	E	q	Finish!

Arrows indicate special rules:  
- From 'j' to 'd'  
- From 'f' to 'G'

# Roll it, Play it, Read it: Gameboard

**UNIT 2**  
HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	see	like	see	a	the	see	like	see
								I
the	see	like	a	like	the	a	see	the
I								
see	like	the	I	see	a	the	like	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

**UNIT 2**  
HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	said	look	into	to	look	said	to	do
								into
do	look	into	said	do	said	to	look	do
do								
said	into	to	said	into	to	look	said	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

**UNIT 2**  
HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	I	like	the	a	see	to	do	look
								into
look	do	to	see	a	the	like	I	said
into								
said	I	like	the	a	see	to	do	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

**UNIT 2**  
HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	can	mom	yes	if	dad	it	not	can
								at
did	not	if	yes	can	it	mom	dad	did
at								
did	dad	not	it	mom	can	yes	if	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

**UNIT 2**  
HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	am	at	sat	dad	it	if	sit	did
								in
up	cat	an	can	mom	not	on	and	man
us								
cut	fun	bat	but	big	got	dog	bed	<b>Finish!</b>

# Roll it, Play it, Read it: Sounds Gameboard

**UNIT 2**

Lessons 1-3



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the sound. If you land on a sound with an arrow, you can move ahead by reading both sounds. If you do not know the sound, ask a partner for help. Switch turns with a partner after each roll.

Start →	a	S	m	A	T	s	M	p	
									d
p	a	t	A	m	M	S	P	a	
t									
s	m	T	P	a	A	s	S	Finish!	

Arrows indicate movement paths: from 'p' to 'd', from 't' to 'P', and from 'M' to 'P'.

# Roll it, Play it, Read it: Sounds Gameboard

UNIT 2

Lessons 1-8



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the sound. If you land on a sound with an arrow, you can move ahead by reading both sounds. If you do not know the sound, ask a partner for help. Switch turns with a partner after each roll.

Start →	I	a	n	O	d	F	P	m
								s
p	t	S	m	A	o	N	i	T
f								
D	i	n	o	s	A	D	d	Finish!

# Roll it, Play it, Read it: Sounds Gameboard

UNIT 2

Lessons 1-14



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the sound. If you land on a sound with an arrow, you can move ahead by reading both sounds. If you do not know the sound, ask a partner for help. Switch turns with a partner after each roll.

Start →	G	b	ck	U	k	C	o	a
								N
g	m	s	A	t	p	F	d	i
B								
n	u	K	c	O	f	T	a	Finish!

Arrows indicate jumps: from 'C' to 'p', from 's' to 'c'.

# Roll it, Play it, Read it: Sounds Gameboard

UNIT 2

Lessons 1-20



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the sound. If you land on a sound with an arrow, you can move ahead by reading both sounds. If you do not know the sound, ask a partner for help. Switch turns with a partner after each roll.

Start →	a	M	s	T	P	f	d	I
								n
h	E	g	B	ck	U	k	c	O
s								
R	L	w	A	m	S	t	P	Finish!

# Roll it, Play it, Read it: Sounds Gameboard

**UNIT 2**

Lessons 1-25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the sound. If you land on a sound with an arrow, you can move ahead by reading both sounds. If you do not know the sound, ask a partner for help. Switch turns with a partner after each roll.

Start →	a	E	d	x	N	g	w	S
								j
k	x	L	b	R	i	C	u	h
F								
V	o	A	m	t	e	Z	l	Finish!

Arrows indicate movement from 'g' to 'j' and from 'F' to 'm'.

# Roll it, Play it, Read it: CVC Gameboard

## UNIT 2: CVC

Review



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →	bag	dad	pot	fan	hat	dog	cop	Pip
								mat
can	bug	gum	bat	bed	sat	cab	net	nap
bus								
sip	cap	pat	gab	web	pan	cup	lip	Finish!



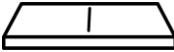


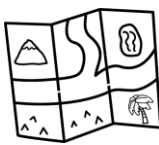


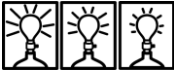
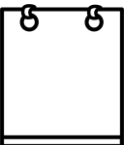









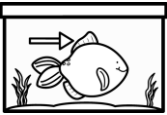



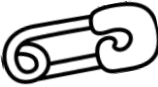



# Roll it, Read it, Write It: CVC Gameboard

## UNIT 2: CVC

Lessons 1-7



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start ➔								
								
								
								
								Finish!

# Roll it, Read it, Write It: CVC Gameboard

**UNIT 2: CVC**

Lessons 8-12



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

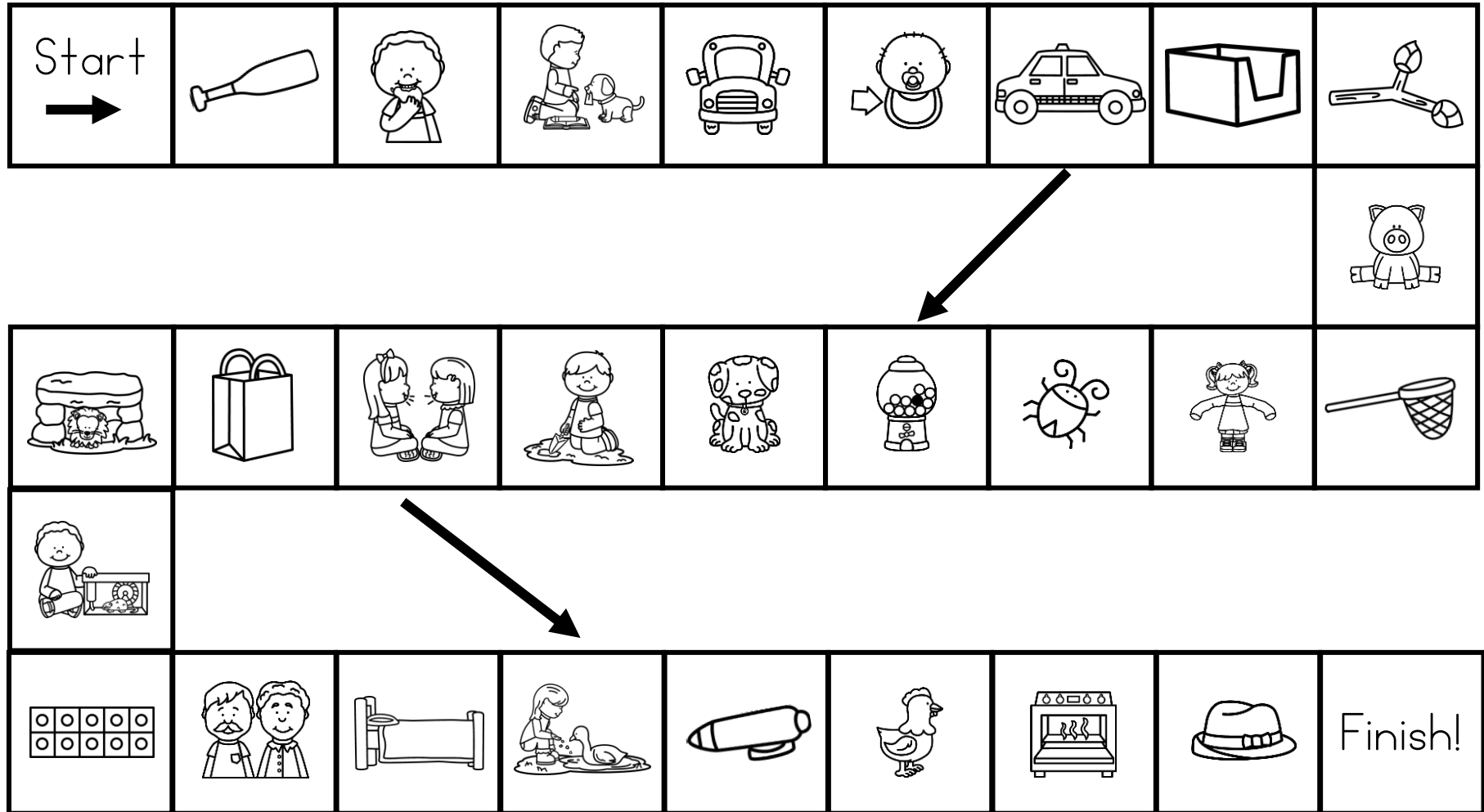
Start →								
								Finish!

# Roll it, Read it, Write It: CVC Gameboard

**UNIT 2: CVC**  
Lessons 13-16



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.



# Roll it, Read it, Write It: CVC Gameboard

**UNIT 2: CVC**  
Lessons 18-21



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

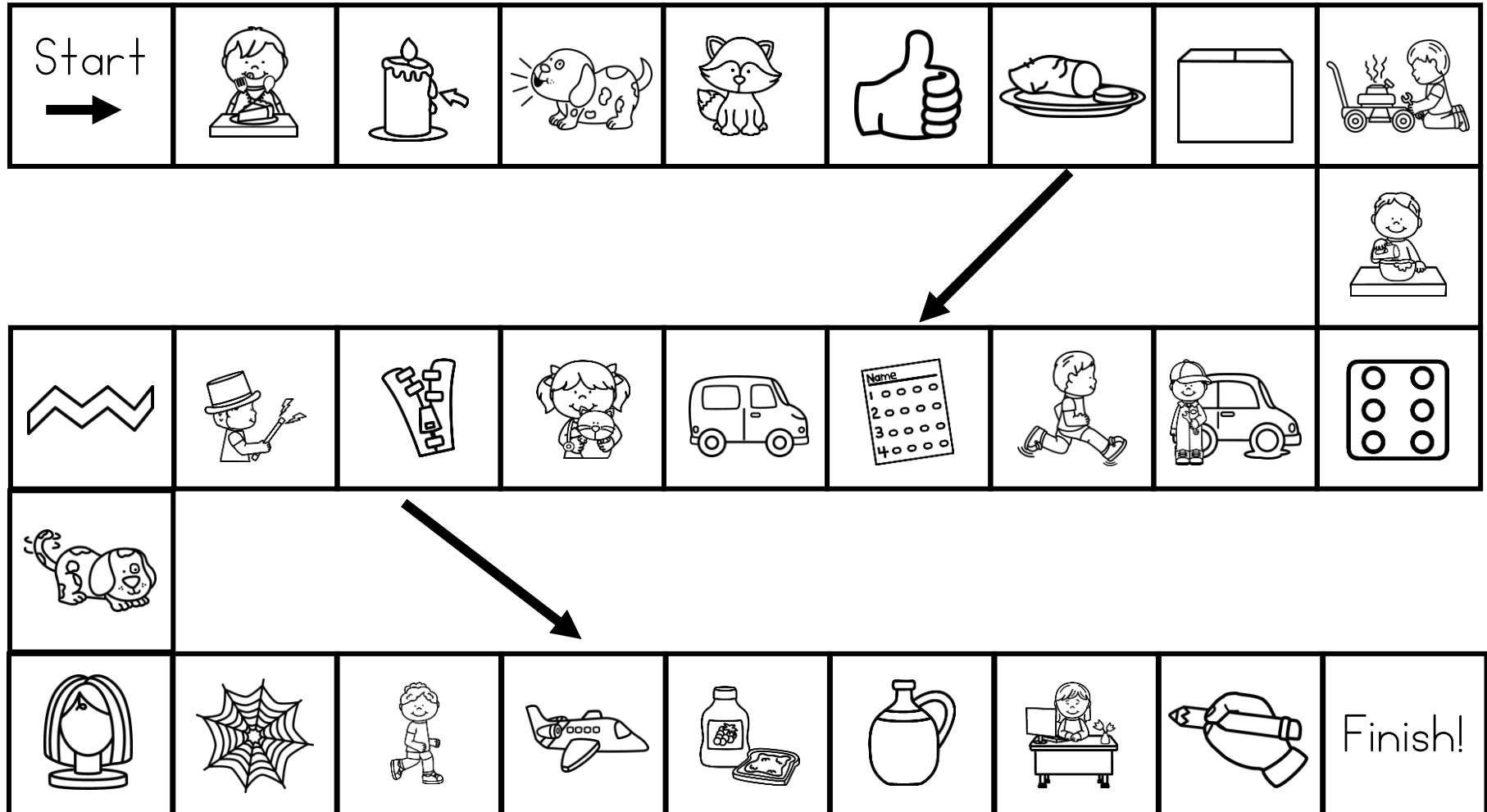
Start ➔								
								Finish!

# Roll it, Read it, Write It: CVC Gameboard

**UNIT 2: CVC**  
Lessons 20-25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.



# Roll It, Play It, Read It: CVC Words Gameboard

**UNIT 2: CVC**  
Review Words

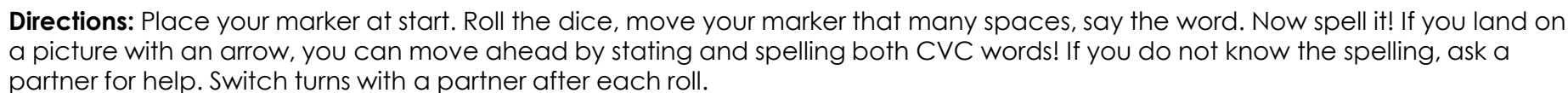


**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a picture with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →	mat	dad	cup	bat	sat	fan	cop	Pip
								gab
can	bug	gum	pot	bed	web	cab	net	nap
bus								
sip	bag	cap	lip	pat	hat	dog	pan	Finish!

## UNIT 2: CVC

### Review Words



# Roll it, Play it, Read it: Gameboard

**UNIT 3**  
Lessons 1-5



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	shed	thud	shin	thin	cash	bath	fish	math
								shot
that	ship	this	bash	thick	shut	path	shop	moth
rash								
them	dish	sash	hush	mesh	lash	rush	thud	<b>Finish!</b>

Arrows indicate word combinations: from 'bath' to 'shot', and from 'rash' to 'hush'.

# Roll it, Play it, Read it: Gameboard

**UNIT 3**  
Lessons 6-9



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	lock	chop	duck	whip	pack	chin	neck	whack
								sick
check	chap	wish	tack	chat	sack	whiz	rock	chip
wick								
chick	which	chop	rich	whim	pack	sick	chat	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

## UNIT 3

Lessons 11-13



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	well	puff	pill	whiff	hill	tiff	fill	miss
								yell
shell	buzz	yell	fell	pill	shell	well	bell	hiss
fizz								
fell	fuss	hill	mess	puff	chess	tiff	kiss	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

## UNIT 3

Lesson 16-18



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	blob	cliff	blush	click	clock	flush	floss	flash
								glad
plush	black	flat	block	sled	plum	plug	slip	glass
slash								
slush	bled	bliss	pluck	slick	slack	pled	cliff	<b>Finish!</b>

Arrows indicate word combinations: from 'flush' to 'plum', and from 'slash' to 'pluck'.

# Roll it, Play it, Read it: Gameboard

## UNIT 3

Lesson 19-22



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	dress	crack	brick	frog	drip	crib	crab	brush
								truck
crash	drum	grab	trash	press	grass	grad	trap	grill
drag								
drill	trip	track	trick	trim	brag	fresh	crush	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

## UNIT 3

Lesson 23-25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	snap	snack	sniff	skull	scan	skip	step	snug
								stack
skull	snack	twin	spin	spill	swim	swish	stop	snag
skip								
step	stack	snag	swish	spill	twin	snap	sniff	<b>Finish!</b>

Arrows indicate word connections: from 'skip' in the first row to 'stack' in the second row, and from 'skip' in the third row to 'swish' in the fourth row.

# Roll it, Play it, Read it: Gameboard

**UNIT 3**  
HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	wish	off	that	will	this	well	them	tell
								then
me	much	we	pick	be	duck	he	back	bell
such								
she	with	go	when	so	which	no	miss	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

**UNIT 3**

IHFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	you	your	they	was	here	what	who	all
								play
was	they	your	you	of	or	for	are	from
here								
what	who	all	play	from	are	for	or	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

**UNIT 3**  
BLENDS



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	trap	snug	click	trash	grad	flash	grab	crash
								plum
frog	drag	sled	truck	flush	snag	spin	twin	clock
drum								
snap	brush	block	step	swim	dress	plug	stop	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 3**  
BLENDS



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								Finish!

# Roll it, Play it, Read it: Gameboard

**UNIT 3**  
DIGRAPHS



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

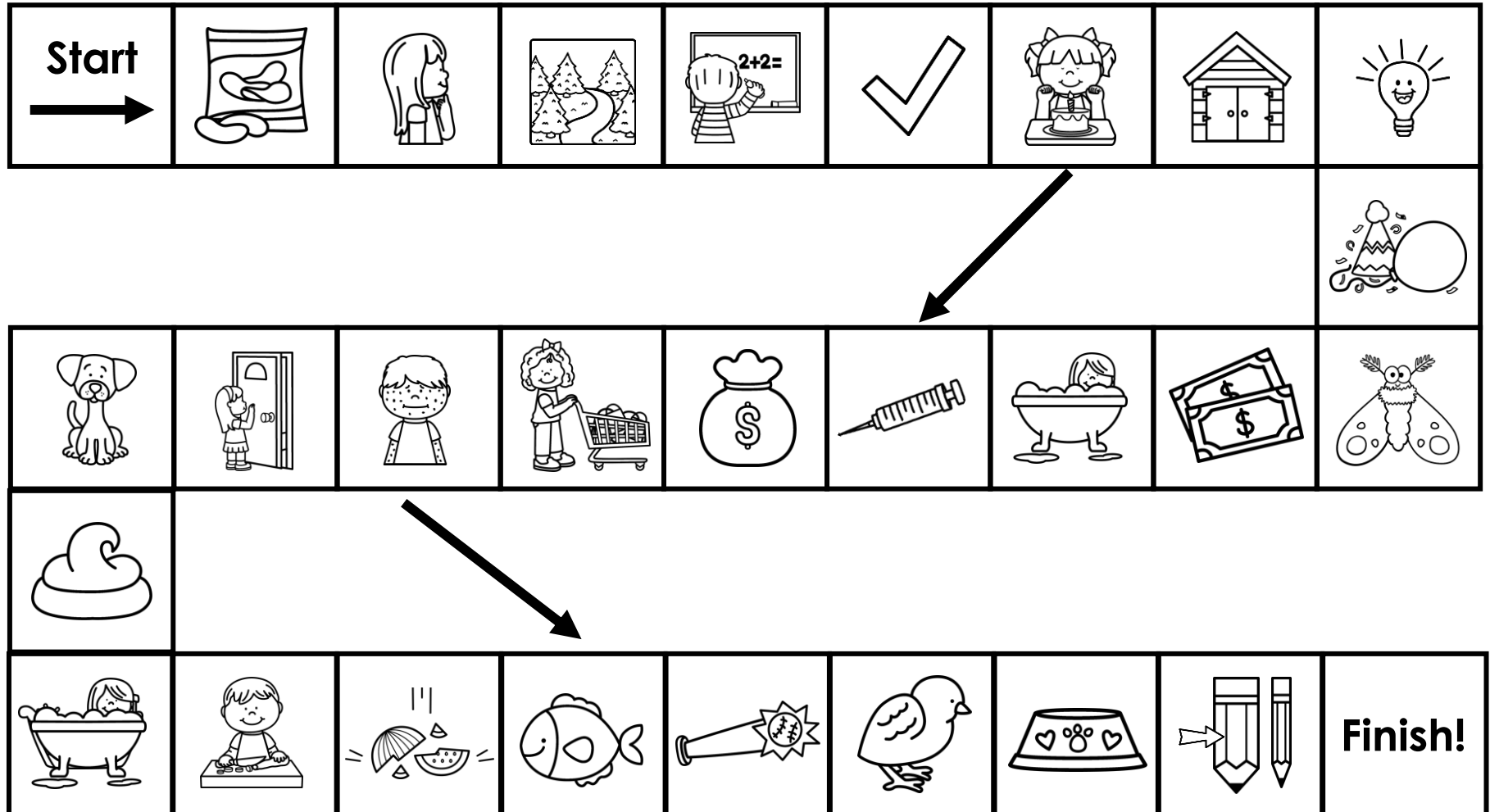
<b>Start</b> →	shed	whip	cash	math	fish	wish	shop	whiz
								bash
thin	dish	rash	chin	chick	shot	chop	shut	check
ship								
bath	rich	thud	moth	whack	path	chip	thick	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 3**  
DIGRAPHS



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.



# Roll it, Play it, Read it: Gameboard

**UNIT 3**  
DOUBLE  
ENDINGS



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	grill	cliff	pill	skull	well	grass	press	fell
								fizz
kiss	puff	tiff	fill	yell	drill	bell	shell	floss
hill								
whiff	mess	glass	buzz	miss	hiss	dress	spill	<b>Finish!</b>

Arrows indicate jumps: from 'grass' to 'fizz', and from 'hill' to 'buzz'.

# Roll it, Play it, Write it: Gameboard



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								Finish!

# Roll it, Play it, Read it: Gameboard

**UNIT 4**

HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	came	use	her	take	were	these	made	once
								place
live	gave	love	why	little	by	have	upon	make
come								
late	now	done	like	how	my	those	some	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

## UNIT 4

Lessons 1-4



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.




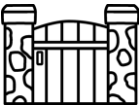










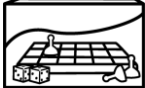









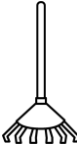


<b>Start</b> →	tape	rake	mane	cape	cane	gate	lake	cake
								wave
gave	can	name	tap	same	tame	cave	vase	game
rack								
mane	tack	cape	take	gate	wave	vase	same	<b>Finish!</b>

Arrows indicate word combinations: from 'gate' to 'wave', and from 'rack' to 'take'.

# Roll it, Play it, Write it: Gameboard



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								
								
								
								Finish!

# Roll it, Play it, Read it: Gameboard

## UNIT 4

Lessons 5-7



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	five	bite	hive	nine	vine	hide	pipe	kit
								bike
lick	lime	wipe	line	like	time	dive	hike	dime
fire								
pine	kite	shine	pin	five	kit	shin	bike	<b>Finish!</b>

Arrows indicate word combinations: from 'hide' to 'bike', and from 'fire' to 'pin'.

# Roll it, Play it, Write it: Gameboard

## UNIT 4

Lessons 5-7



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →	5							
						5		Finish!

# Roll it, Play it, Read it: Gameboard

## UNIT 4

Lessons 9-11



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	joke	hose	pole	nose	mole	rose	zone	rod
								bone
woke	robe	poke	vote	tot	lobe	cone	home	note
rode								
dome	tote	rob	code	nose	zone	cod	rose	<b>Finish!</b>

Arrows indicate word combinations: from 'rod' to 'bone', and from 'rode' to 'code'.



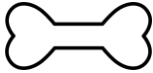













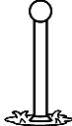
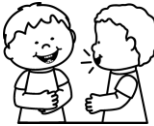









# Roll it, Play it, Write it: Gameboard

**UNIT 4**

Lessons 9-11



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								
								
								
								Finish!

# Roll it, Play it, Read it: Gameboard

## UNIT 4

Lessons 13-15



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	cube	fume	dune	tube	cut	cute	mute	tune
								fuse
dune	fume	cube	rule	tub	June	mule	dude	cub
tube								
cut	cute	mute	tune	fuse	cub	dude	mule	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

## UNIT 4

Lessons 13-15



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								Finish!

Arrows indicate the path of the game: from Start to the first row, then to the second row, then to the third row, and finally to the bottom row.

# Roll it, Play it, Read it: Gameboard

**UNIT 4**  
Lessons 20-25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	race	cage	mice	sky	nice	stage	lace	fly
								space
huge	rage	fry	dice	wage	rice	spy	price	cry
shy								
race	why	cage	mice	dry	nice	sky	lace	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 4**  
Lessons 20-25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →									
								Finish!	

# Roll it, Play it, Read it: Gameboard

**UNIT 5**

HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	land	after	would	jump	find	along	went	know
								word
kind	fast	before	work	best	could	under	ask	want
thank								
knew	other	bring	should	start	there	write	far	<b>Finish!</b>

Arrows indicate word pairs: from 'along' to 'word', and from 'before' to 'should'.

# Roll it, Play it, Read it: Gameboard

**UNIT 5**

Lessons 1-5



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	wept	lift	self	sand	next	told	lamp	gift
								tent
melt	fist	golf	hand	text	mask	cold	nest	slept
wind								
gasp	belt	vest	desk	milk	dump	shelf	cast	<b>Finish!</b>

Arrows indicate jumps: from 'told' to 'mask', and from 'wind' to 'desk'.

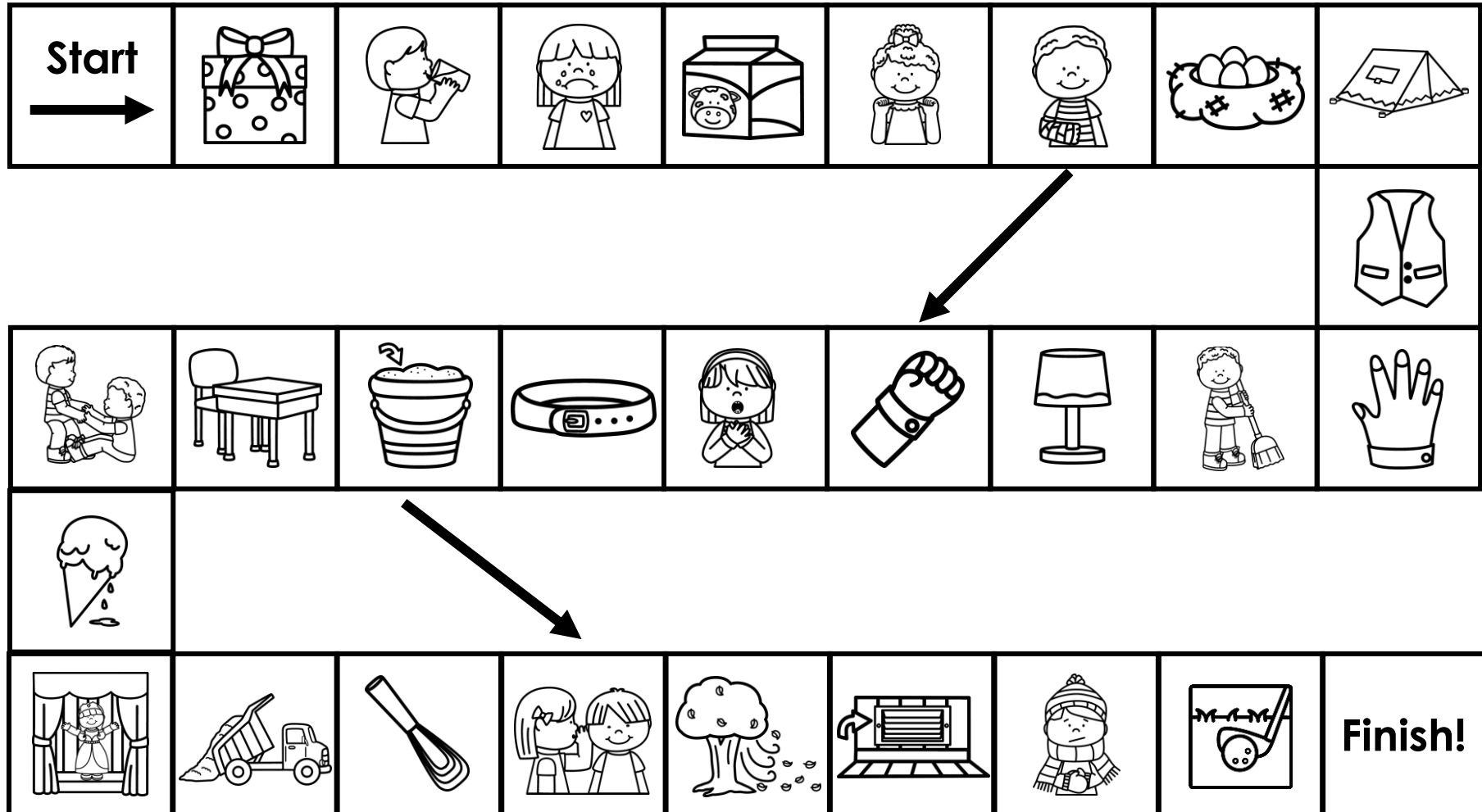
# Roll it, Play it, Write it: Gameboard

**UNIT 5**

Lessons 1-5



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.



# Roll it, Play it, Read it: Gameboard

**UNIT 5**

Lessons 6-9



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	fang	call	roll	tank	lung	sink	hall	bull
								wing
wink	ring	pull	fall	rink	sing	tall	honk	wall
ball								
hung	dunk	doll	small	king	pink	stall	rung	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 5**

Lessons 6-9



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								Finish!

# Roll it, Play it, Read it: Gameboard

## UNIT 5

Lessons 10-14



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	skirt	fern	hurt	bird	fork	star	torn	harp
								girl
cork	car	surf	perch	storm	shirt	bark	horn	corn
perm								
barn	curl	yarn	whirl	burn	card	park	turn	<b>Finish!</b>








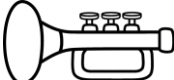





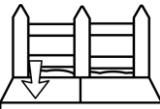




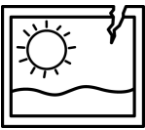








Arrows indicate word connections: from 'star' to 'girl', and from 'perm' to 'whirl'.

# Roll it, Play it, Write it: Gameboard

**UNIT 5**  
Lessons 10-14



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								
								
								
								Finish!

# Roll it, Play it, Read it: Gameboard

**UNIT 5**  
Lessons 15-18



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	hare	ear	four	deer	share	oar	chair	floor
								gear
square	door	fair	chore	pour	pear	hear	store	bear
tore								
cheer	soar	snore	fear	four	court	peer	boar	<b>Finish!</b>

Arrows indicate word connections: from 'oar' to 'gear', and from 'tore' to 'fear'.

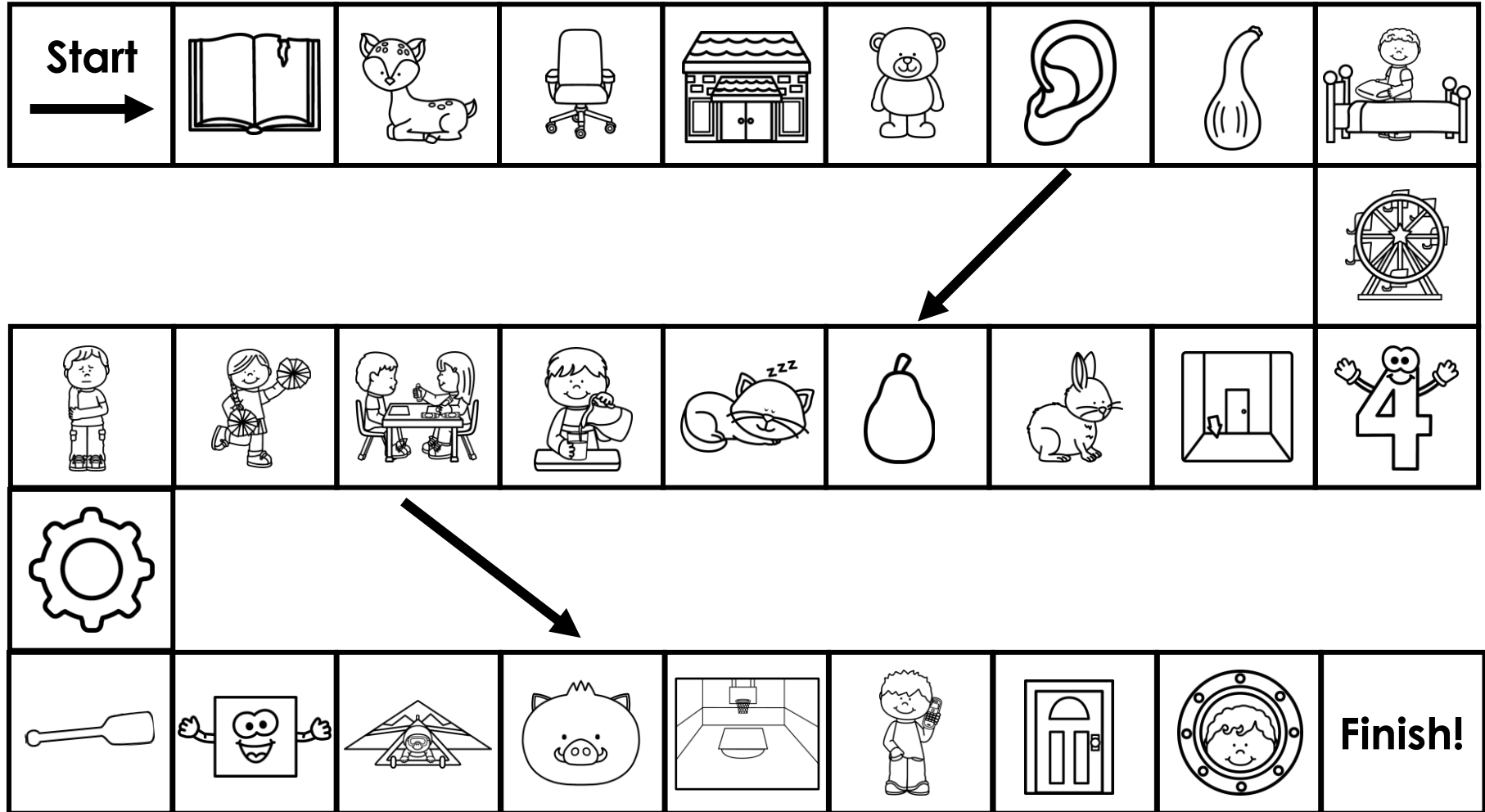
# Roll it, Play it, Write it: Gameboard

**UNIT 5**

Lessons 15-18



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.



# Roll it, Play it, Read it: Gameboard

**UNIT 5**  
Lessons 20-25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

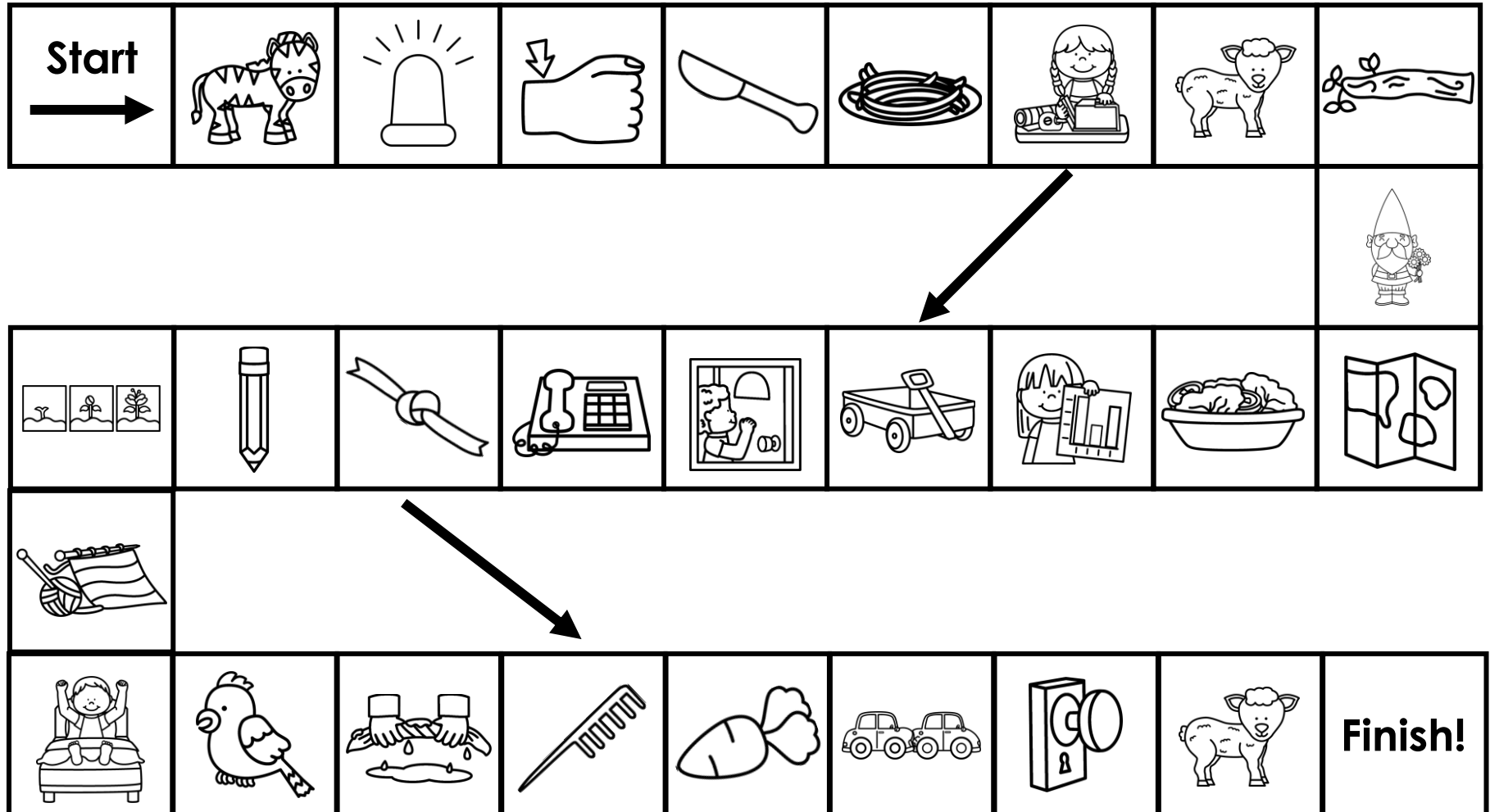
<b>Start</b> →	pencil	knob	wrung	awake	wreck	parrot	limb	knife
								lamb
graph	knock	phone	alert	knit	phase	comb	knot	atlas
carrot								
gnome	knob	salad	wagon	wrist	zebra	wrap	pasta	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 5**  
Lessons 20-25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.



# Roll it, Play it, Read it: Gameboard

**UNIT 6**

HFW



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	green	today	soon	very	blue	any	goes	our
								around
show	pretty	yellow	does	out	about	been	keep	put
again								
two	many	away	clean	above	brown	new	whose	<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

## UNIT 6

Lesson 1-4



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	day	rain	steak	ray	sail	say	sleigh	chain
								pay
great	play	laid	paid	gray	eight	mail	hay	weigh
grain								
tray	pail	train	break	tail	pain	rail	clay	<b>Finish!</b>

Arrows indicate word pairs: from 'say' to 'pay' and from 'grain' to 'break'.

# Roll it, Play it, Write it: Gameboard

**UNIT 6**

Lessons 1-4



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								Finish!

# Roll it, Play it, Read it: Gameboard

## UNIT 6

Lessons 5-7



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	heel	leak	seat	sheep	funny	peach	weed	honey
								happy
turkey	bead	feed	key	bean	jelly	peek	read	reel
seed								
meat	cherry	leaf	city	beet	leak	funny	sheep	<b>Finish!</b>

Arrows indicate word connections: from 'peach' to 'happy', and from 'seed' to 'city'.

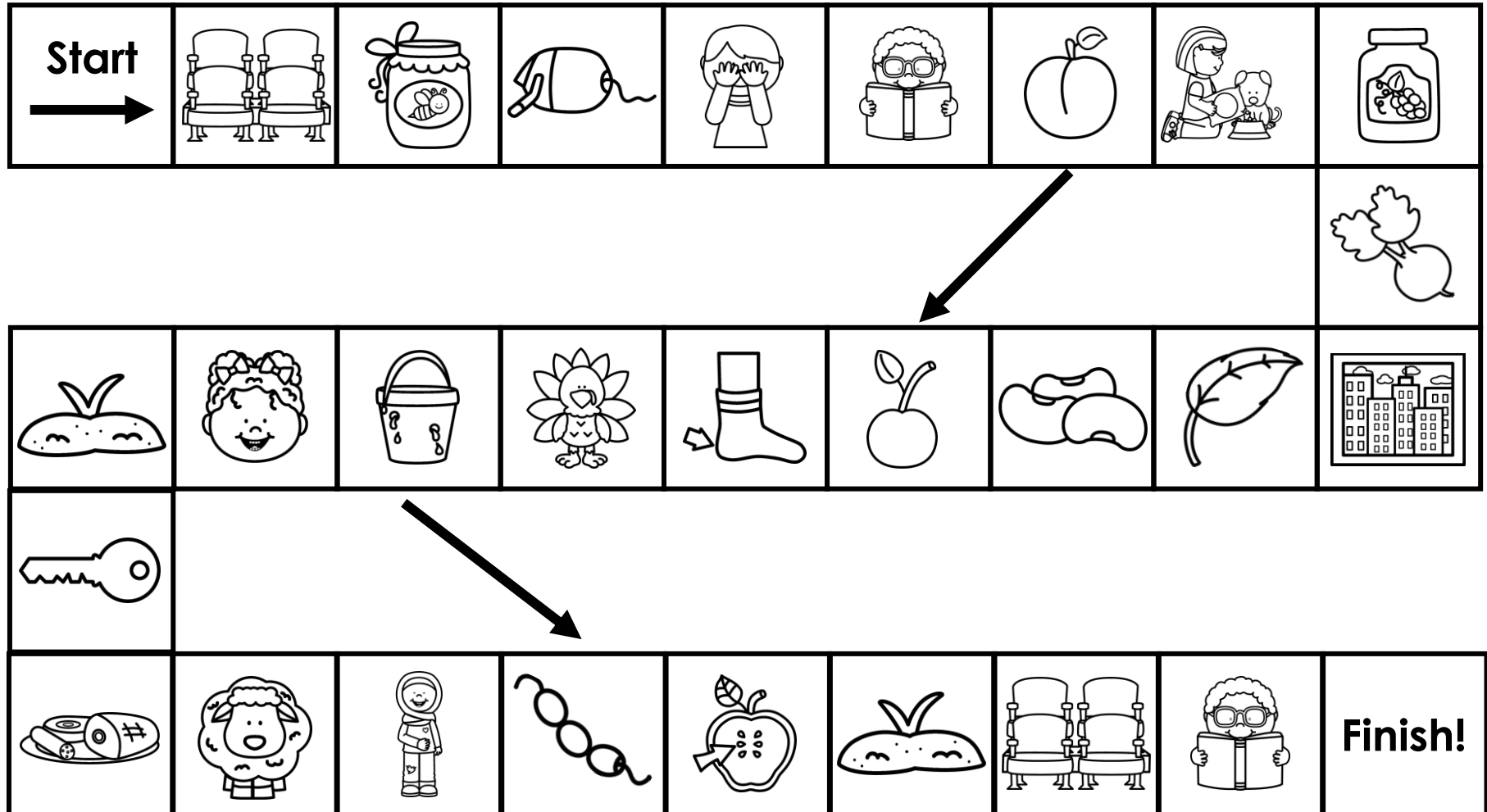
# Roll it, Play it, Write it: Gameboard

UNIT 6

Lessons 5-7



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.



# Roll it, Play it, Read it: Gameboard

## UNIT 6

Lesson 9-11



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	moat	crow	toe	blow	load	bow	grow	toad
								mow
road	tow	hoe	coat	float	boat	glow	loaf	doe
soap								
goat	snow	show	crow	low	row	load	coat	<b>Finish!</b>






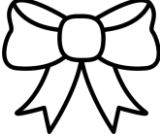


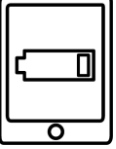



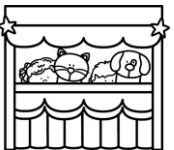




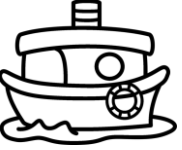

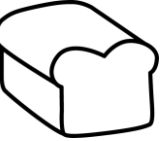







# Roll it, Play it, Write it: Gameboard

**UNIT 6**

Lessons 9-11



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →								
								
								
								
								<b>Finish!</b>

# Roll it, Play it, Read it: Gameboard

**UNIT 6**  
Lessons 12-13



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	cried	right	fried	fly	tied	pie	light	sky
								fries
tied	tie	fly	sight	dried	tight	spied	cried	night
die								
right	pie	light	fries	night	sky	dried	tight	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 6**

Lessons 12-13



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →								
								<b>Finish!</b>

Arrows indicate the path of the game: from Start to the first row, then to the second row, then to the third row, and finally to the bottom row.

# Roll it, Play it, Read it: Gameboard

## UNIT 6

Lesson 14-18



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	bruise	glue	vault	juice	blue	haul	saw	fruit
								clue
straw	pause	argue	lawn	sauce	cruise	fuel	paw	suit
rescue								
yawn	caught	launch	draw	taught	claw	taunt	crawl	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 6**  
Lessons 14-18



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								Finish!

# Roll it, Play it, Read it: Gameboard

## UNIT 6

Lesson 19-22



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	soil	snout	brow	void	sound	brought	howl	joy
								bought
destroy	foil	toy	couch	point	annoy	shout	boy	town
coin								
spoil	oyster	boil	crown	oil	thought	snout	coin	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard

**UNIT 6**  
Lessons 19-22



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

Start →								
								Finish!

# Roll it, Play it, Read it: Gameboard

**UNIT 6**  
Lesson 23--25



**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, read the word. If you land on a word with an arrow, you can move ahead by reading both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.

<b>Start</b> →	dew	room	brew	noon	moon	chew	boot	grew
								zoom
hook	crew	book	flew	wood	tooth	stew	root	hoop
push								
cook	foot	hood	look	brew	moon	grew	tooth	<b>Finish!</b>

# Roll it, Play it, Write it: Gameboard









**UNIT 6**







Lessons 20-25














**Directions:** Place your marker at start. Roll the dice, move your marker that many spaces, write the word. If you land on a word with an arrow, you can move ahead by writing both words. If you do not know the word, ask a partner for help. Switch turns with a partner after each roll.












Start →								
								Finish!









apple	
alligator	
astronaut	
ax	
act	
bear	
bug	
bag	
baby	
balloon	
cake	










cat	
camel	
castle	
carrot	
dog	
duck	
doe	
dinosaur	
donut	
exit	
exercise	












Ed	
edge	
echo	
fish	
fan	
fire	
feet	
feather	
goat	
gate	
game	

gas	
guitar	
hammer	
house	
heart	
horse	
hat	
igloo	
itch	
insect	
iguana	

invitation	
juggle	
jam	
jeep	
jaguar	
jellyfish	
key	
king	
kite	
kangaroo	
koala	

lion	
leaf	
lamp	
ladder	
ladybug	
monkey	
mouse	
moon	
map	
milk	
nest	

net	
nail	
nose	
nurse	
octopus	
ox	
ostrich	
otter	
office	
pig	
paint	

popcorn	
pizza	
pumpkin	
queen	
quilt	
question	
quarter	
quiet	
rainbow	
ring	
rose	

































































robot	
rabbit	
sun	
seal	
soup	
sandwich	
scissors	
turtle	
turkey	
taco	
tiger	


table	
up	
under	
upset	
umbrella	
umpire	
violin	
vest	
van	
vacuum	
volcano	












wave	
water	
window	
wagon	
walrus	
box	
mix	
fix	
six	
wax	
yarn	












yawn	
yogurt	
yo-yo	
yellow	
zebra	
zipper	
zero	
zoo	
zig-zag	












sat	
mat	
map	
tap	
sap	
pat	
pad	
sad	
dad	
mad	
dip	












sip	
fit	
pit	
fin	
fan	
tip	
nap	
pin	
man	
pod	
nod	












mop	
pot	
top	
dot	
cot	
cop	
cod	
cap	
cat	
can	
kit	

kid	
pup	
cup	
cut	
fun	
sun	
sum	
mud	
sick	
duck	
sock	












dock	
lock	
bat	
bus	
cab	
bib	
bad	
bud	
bin	
bit	
pig	











bug	
dog	
gum	
big	
bag	
gab	
dig	
pet	
bed	
ten	
men	












pen	
net	
fed	
den	
hat	
hop	
hot	
hen	
hog	
hug	
ham	












rat	
rug	
rub	
rob	
rot	
rip	
rig	
rag	
ram	
run	
log	












lab	
leg	
led	
lid	
lip	
lick	
win	
wet	
wag	
wed	
jug	




jam	
jet	
jog	
yum	
yap	
yam	
yes	
mix	
fix	
wax	
fox	

box	
six	
van	
vet	
quit	
quiz	
quick	
zap	
zip	
zag	









shed	
shin	
cash	
fish	
shot	
shop	
bash	
shut	
shim	
ship	
rash	

dish	
thud	
thin	
bath	
math	
path	
moth	
lock	
duck	
pack	
rock	












sick	
neck	
chop	
chin	
chip	
chat	
whack	
whiz	
whip	
wish	
well	












pill	
hill	
fill	
yell	
bell	
shell	
fell	
puff	
whiff	
fuss	
mess	






chess	
kiss	
miss	
hiss	
block	
black	
blush	
blob	
cliff	
clap	
click	

clock	
flush	
flash	
flat	
floss	
flap	
flip	
glad	
glass	
crack	
crib	








crab	
crash	
brick	
brush	
dress	
drip	
frog	
grill	
grad	
grass	
press	

trash	
truck	
trap	
scan	
skip	
skull	
snap	
sniff	
snack	
snug	
smash	












spill	
sped	
spot	
spin	
swish	
swim	
twig	
twin	
stop	
stack	
step	












stick	
sled	
plum	
plug	
slip	












tape	
cape	
rake	
gate	
cake	
game	
bake	
late	
mate	
take	
gave	

name	
cane	
mane	
cave	
wave	
kite	
hive	
vine	
pipe	
bike	
five	












like	
bite	
hike	
time	
shine	
hide	
nine	
dime	
line	
lime	
hose	

nose	
rode	
rose	
robe	
bone	
joke	
home	
tote	
mole	
code	
pole	












cone	
lobe	
dome	
vote	
tube	
cube	
dune	
cute	
dude	
fuse	
tune	

mule	
fume	
mute	
June	
rule	
race	
mice	
nice	
lace	
rage	
cage	












page	
huge	
sky	
fly	
spy	
fry	
shy	

raft	
lift	
gift	
sift	
told	
fold	
cold	
gold	
gulp	
help	
kelp	

pulp	
golf	
shelf	
self	
gulf	
milk	
yolk	
melt	
belt	
sand	
hand	



pond	
wind	
vent	
tent	
sent	
bent	
lamp	
dump	
ramp	
camp	
mask	












husk	
desk	
tusk	
vest	
cast	
nest	
fist	
gasp	
wasp	
wept	
film	

text	
next	
call	
hall	
wall	
tall	
fall	
ball	
bull	
pull	
doll	

roll	
sink	
honk	
dunk	
wink	
tank	
rink	
fang	
wing	
sing	
ring	












lung	
king	
harp	
barn	
bark	
yarn	
fork	
cork	
cord	
horn	
dirt	












bird	
girl	
stir	
hurt	
curl	
turn	
burn	
door	
boar	
chore	
tore	



pear	
fair	
deer	
fear	
knock	
knot	
knit	
knob	
lamb	
limb	
wrap	












wreck	
-------	---

clay	
play	
tray	
gray	
rain	
sail	
mail	
jail	
chain	
paid	
laid	












pain	
tail	
pail	
nail	
rail	
grain	
train	
steak	
great	
feed	
peek	












seed	
weed	
reel	
heel	
peel	
wheel	
jeep	
weep	
sheep	
deep	
queen	












feet	
beet	
meet	
leak	
leaf	
read	
bead	
mean	
beak	
peak	
seam	

team	
beam	
meat	
heat	
peach	
beach	
bean	
seat	
loaf	
coat	
boat	

road	
load	
toad	
moat	
goat	
glow	
blow	
grow	
slow	
row	
mow	

bow	
tow	
doe	
toe	
Joe	
hoe	
cried	
fried	
spied	
dried	
fruit	

suit	
clue	
glue	
vault	
haul	
draw	
lawn	
straw	
yawn	
boil	
foil	

toy	
joy	
dew	
chew	
blew	
brew	
room	
zoom	
moon	
noon	
hoop	

boot	
book	
cook	
wood	
roof	