

Race for Rubies

Use: One base board, 1 die, a counter each, set of 40 sight word cards (2 of each list 2 word). **Instructions:** Shuffle the cards and place them face down in the middle of the necklace. Take six of these cards and place each one face up on the rubies. Players place their counter on any word to start. Take turns to roll a die, and move that many spaces in either direction. If the player lands on the same word as one of the words in the centre, the player reads the word aloud, and if successful, takes the card from the board. Another word card is then turned over to replace the card that has been won. Players may move in any direction after rolling the die on each turn. The first player to collect 5 cards is the winner.

Variation: Students may practice spelling these words, by looking at matched words, reading them aloud, covering them and writing. If correct, they may keep the card.



