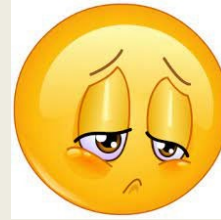


Start

10



s a t p -

1. Roll the dice and move that number of spaces.
2. Pictures - say the word and the sound it starts with.
3. Challenge - write the letter it starts with.



Finish

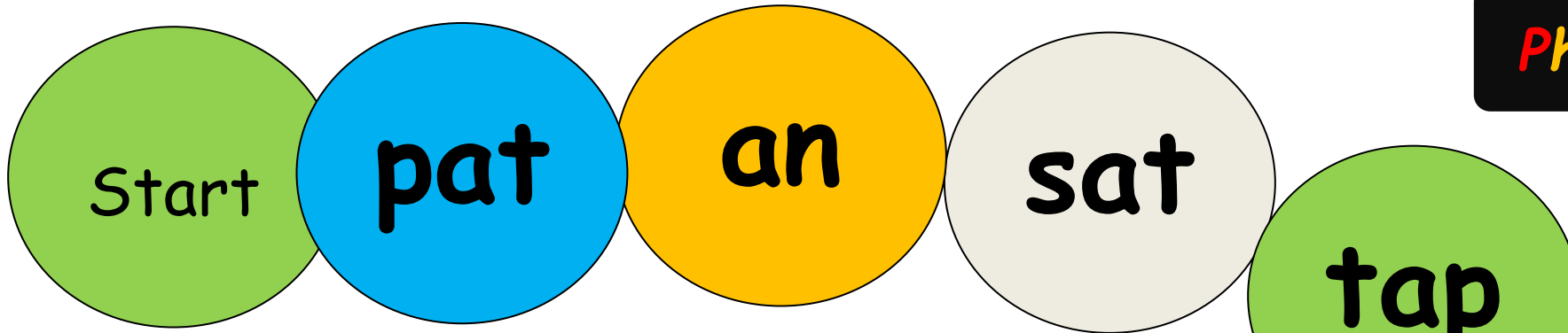
an	sat	tap	sap
at	s	p	as
pat	a (sound)	t	

You can print off the words and sounds 2x and play games such as Snap, Memory, Pairs and Lotto.

Letters in blue are the sounds.

Please do not confuse the sound a with the word a in this game as it has the long 'a' sound.

I am using Comic Sans as many teachers use this because it is the closest font to handwriting and easier for children to read compared to other fonts.



s a t p -

1. Roll the dice and move that number of spaces.
2. Sound out, blend and read the word

