



LRN222

Contents:

- Game Board
- 190 Cards
- 4 Pawns
- Die

Blue Cards: Parts of Speech

Purple Cards: Noun Plurals, Verb Agreement, Verb Tenses

Pink Cards: Alliteration, Scrambles, Antonyms, Synonyms, Silly Sentences, Blends

Red Cards: Definitions

Yellow Cards: Rhyming

Object of the Game:

Be the first player to answer reading questions and cross the Finish Line to enter the Winner’s Circle.

Circle on an exact roll or by answering a question correctly and moving ahead into it. If players roll more than the amount needed to reach the Winner’s Circle, they must stay on the space they are on and answer a question. If answered correctly, they may then move ahead the number of spaces shown.

Setting Up the Game:

1. Place the cards on their corresponding color-coded rectangles around the racetrack.
2. Decide whether players will play alone or with partners.
3. Decide how many laps players will make before they can enter the Winner’s Circle.

Answers

BLUE CARDS

1. verb
2. adjective
3. adjective
4. verb
5. noun
6. verb
7. noun
8. noun
9. adjective
10. adjective
11. noun
12. adjective
13. adjective
14. verb
15. noun
16. adjective
17. adjective
18. noun
19. verb
20. adjective
21. verb

Directions for Play:

1. Choose a player to be the keeper of the Answer Key. Each player then chooses a pawn and places it on the Start space. Roll to see who goes first. Play will continue to the right.
2. Player 1 rolls the die and moves that number of spaces. (Players may share spaces.) The player picks a card that matches the color of the space landed on, reads the question out loud, and answers the question. The keeper of the Answer Key checks the player’s answer. If the player is correct, he or she moves ahead the number of spaces shown on the space. If the player is incorrect, he or she does not move and play continues to the right. When the question is completed, the player returns the card to the bottom of the deck.
3. Along the way, players encounter Pit Stops. If the player lands on a space labeled Pit Stop, he or she must slide into the Pit Stop, stop, and roll again.
4. Play continues until someone reaches the checkered Finish Line on the final lap and slides into the Winner’s Circle. Players may reach the Winner’s

Answers continued on back.

22. noun
23. noun
24. noun
25. noun
26. adjective
27. verb
28. noun
29. adjective
30. verb
31. verb
32. verb
33. verb
34. verb
35. adjective
36. noun
37. adjective
38. noun

PURPLE CARDS

1. children
2. stories
3. mice
4. oxen
5. sheep
6. lives
7. women
8. men
9. businesses
10. potatoes
11. loaves
12. geese
13. boxes
14. babies
15. love
16. have
17. saw
18. run
19. fly
20. seen
21. practices
22. are
23. ate
24. migrates
25. drove
26. took
27. rest
28. present tense
29. past tense
30. future tense
31. future tense
32. present tense

33. past tense
34. present tense
35. future tense
36. past tense
37. present tense
38. past tense

PINK CARDS

- 1–6. Laughter will vary! Let your teammates be the judges.
7. found
8. yellow
9. mouse
10. cereal
11. outgrow
12. noise
- 13–26. If the answer is not shown below, let your teammates be the judges.
13. arrive, stay with
14. friend, ally
15. calm, relaxed
16. weaken, wear out
17. whisper, speak softly
18. scatter, spread
19. pull, yank, draw
20. angry, enraged, fuming, infuriated, livid, raging
21. below, beneath, bottom, lower
22. frayed, moth-eaten, scraggy, seedy, shabby, shoddy, tacky, threadbare, torn, worn
23. chortle, chuckle, giggle, guffaw, howl, roar, snicker, snort, titter
24. break, destroy, harm, mar, ruin, scrape, scuff, wreck
25. annoy, bother, disrupt, distract, interfere, interrupt, intrude, irritate, perturb, pester, pique, provoke, startle, unnerve, vex
26. brisk, fleet, hurried, pronto, quick, racing, rapid, speedy, swift
- 27–32. Silly Sentences will vary. Examples: Purple giraffes burp. Goofy teachers dance.

33–38. Answers will vary and should start with:

33. br
34. ch
35. sc
36. sl
37. th
38. st

RED CARDS

1. advertise: to give out information about an item or event
2. among: in the middle of (such as “among friends”)
3. anxious: worried
4. beak: the hard part of a bird’s mouth
5. bellow: to shout loudly
6. charcoal: a dark carbon used in drawing pencils or formed into briquettes for barbecuing
7. clever: able to think quickly
8. coincidence: a chance meeting or happening
9. confess: to admit something you have done
10. curious: eager to learn or see something
11. design: a) pattern or shape of something, b) to make a pattern or sketch of something
12. discover: to find something
13. dune: a hill of sand made by the wind
14. enemy: someone who dislikes another person
15. fade: to lose or become lighter in color; to become dim or faint
16. furious: very angry
17. hallowed: sacred or holy
18. identical: exactly alike
19. inspire: to cause someone to want to do something
20. intelligent: smart; quick to learn
21. invent: to create something
22. laces: string or leather strips used to tie shoes

23. lenses: curved glass or plastic used in a pair of eyeglasses
24. prey: a) an animal that is hunted by another animal, b) to hunt and kill for food
25. recognize: to see someone or something and remember the person or thing; to acknowledge
26. responsible: dependable and able to be trusted
27. satisfy: to give enough to make another person happy
28. scheme: a) a plot or a plan, b) to form a plot or a plan
29. tattered: torn and worn out
30. trudge: to walk slowly and heavily
31. twilight: dusk; when it begins to get dark outside
32. whirl: to turn around quickly
33. common: occurring frequently
34. certain: fixed or settled; known or proven to be true
35. suppose: to hold as an opinion; to think probable
36. passenger: a person traveling in a vehicle or on public transportation
37. sudden: happening or coming unexpectedly
38. frequent: often repeated or occurring; happening at short intervals

YELLOW CARDS

1–38. Rhymes will vary. Let your teammates be the judges.