

















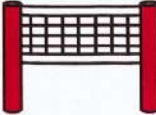







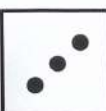
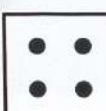



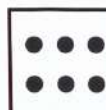

ROLL, RHYME, & RACE

20 Games Included

Directions: Roll a dot cube. Move forward to the closest picture that rhymes. Keep going until you reach the finish line.

ROLL, RHYME, AND RACE

	 hop
	 pet
	Lose a turn
	 wig
	 pad
	 fun

The Printable Princess

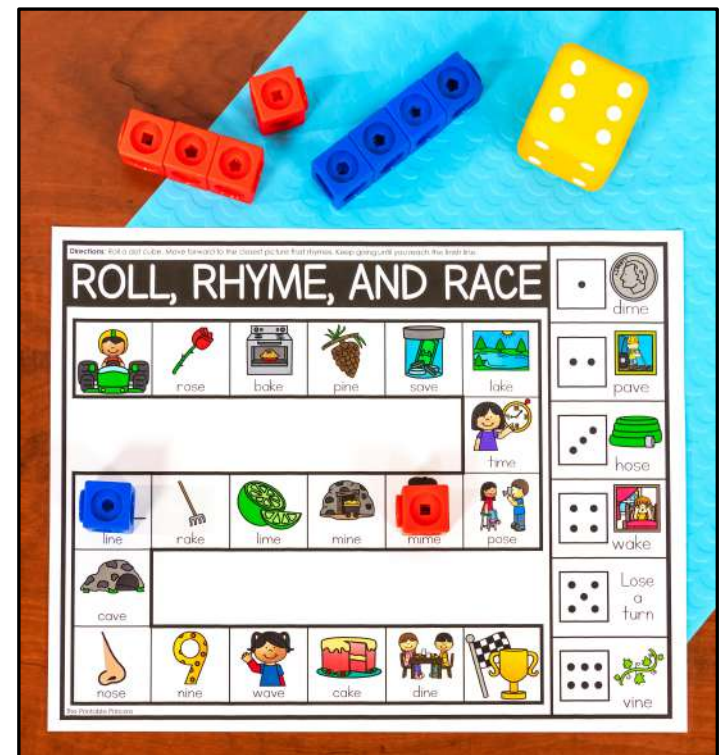
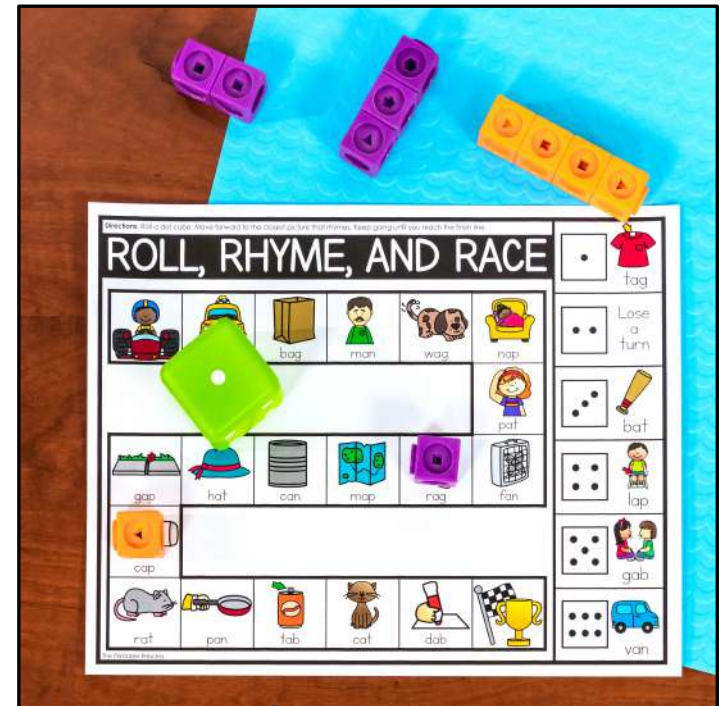
About this resource...

This resource includes 20 game mats to practice rhyming words and word families. Mats are broken down by CVC words, CVCe words, short vowel words, and long vowel words. These work great for morning tubs, early finisher activities, and literacy centers.

To prepare this activity print the game mat and laminate or slide in a page protector. Students will need a dot cube and a game piece or manipulative to mark their space.













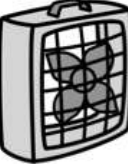





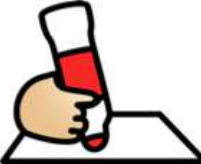

Students will play with a partner. Each player will take turns rolling the dot cube. They will identify the number they rolled and refer to the key on the right side of the mat. They will identify the nearest rhyming word on the game mat and move their game piece to that word. The first player to reach the end of the game mat is the winner.

Tip: To help students decide which player goes first, supply students with a dot cube. Have each student roll the dot cube. The player that rolls the bigger number goes first.



Directions: Roll a dot cube. Move forward to the closest picture that rhymes. Keep going until you reach the finish line.

ROLL, RHYME, AND RACE

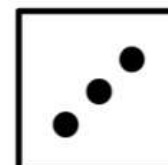
					
cab	bag	man	wag	nap	
					
					pat
					
gap	hat	can	map	rag	fan
					
cap					
					
rat	pan	tab	cat	dab	



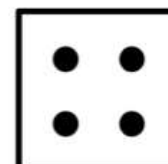
tag



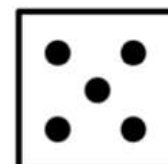
Lose a turn



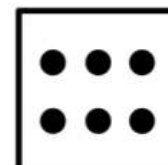
bat



lap





















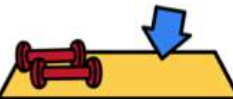

gab



van

Directions: Roll a dot cube. Move forward to the closest picture that rhymes. Keep going until you reach the finish line.

ROLL, RHYME, AND RACE

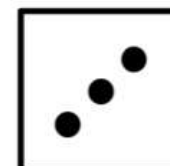
	 rip	 gum	 cat	 fog	 leg
					 log
 jog	 zip	 hat	 dog	 beg	 tip
 sum					
 sat	 peg	 dip	 hum	 mat	



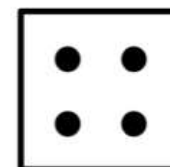
Lose a turn



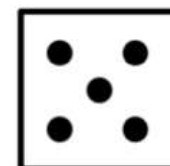
Meg



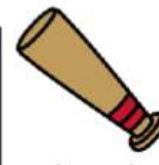
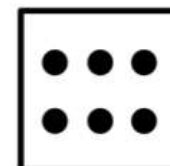
hog



yum























lip

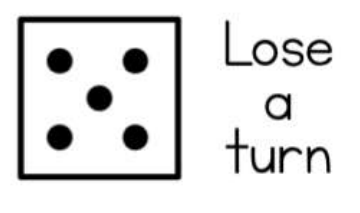
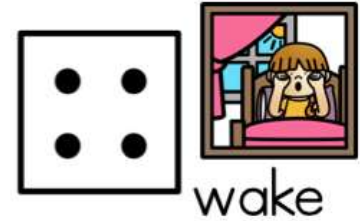
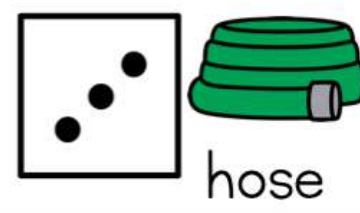
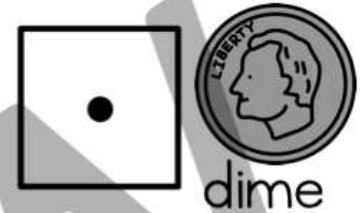


bat

Directions: Roll a dot cube. Move forward to the closest picture that rhymes. Keep going until you reach the finish line.





















ROLL, RHYME, AND RACE

	 rose	 bake	 pine	 save	 lake
					 time
 line	 rake	 lime	 mine	 mime	 pose
 cave					
 nose	 nine	 wave	 cake	 dine	



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ROLL, RHYME, AND RACE

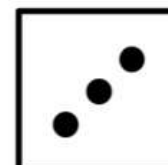
	 pill	 dish	 kick	 think	 ring
					 lick
 rink	 sing	 hill	 fish	 king	 link
 wick					
 swish	 grill	 wink	 swing	 pick	



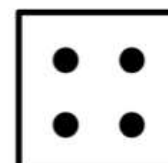
wish



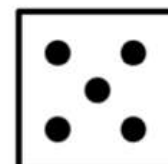
sink



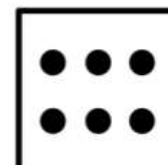
gill



sick



wing



Lose a turn