Clothes, Vehicles, Tools

Parts, Sentences, Function, Category, Initial sounds, Syllables, Rhyme



Garden Tools, Kitchen items, Furniture

Parts, Sentences, Function, Category, Initial sounds, Syllables, Rhyme

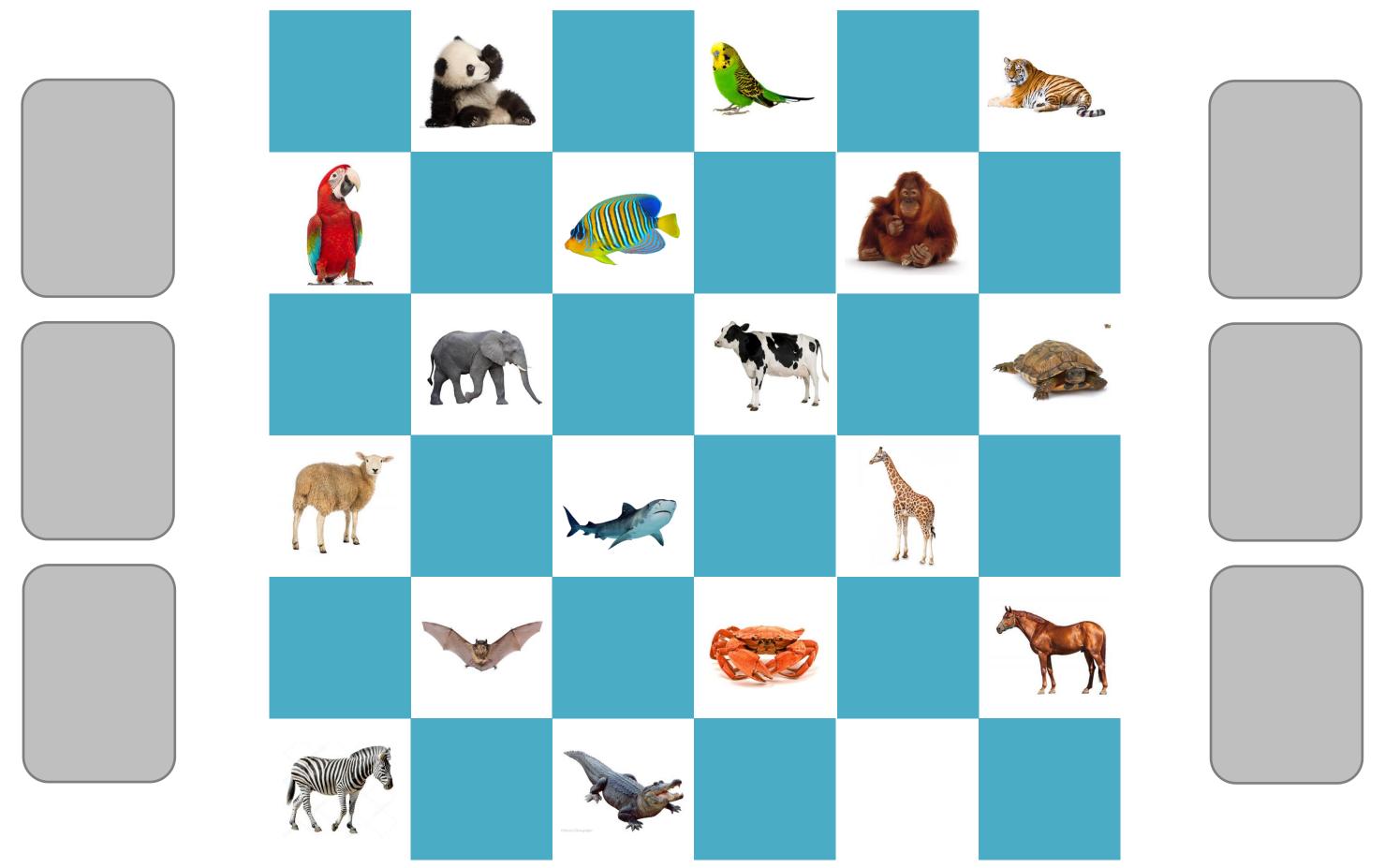


Instruments, sporting equipment, appliances Parts, Sentences, Function, Category, Initial sounds, Syllables, Rhyme



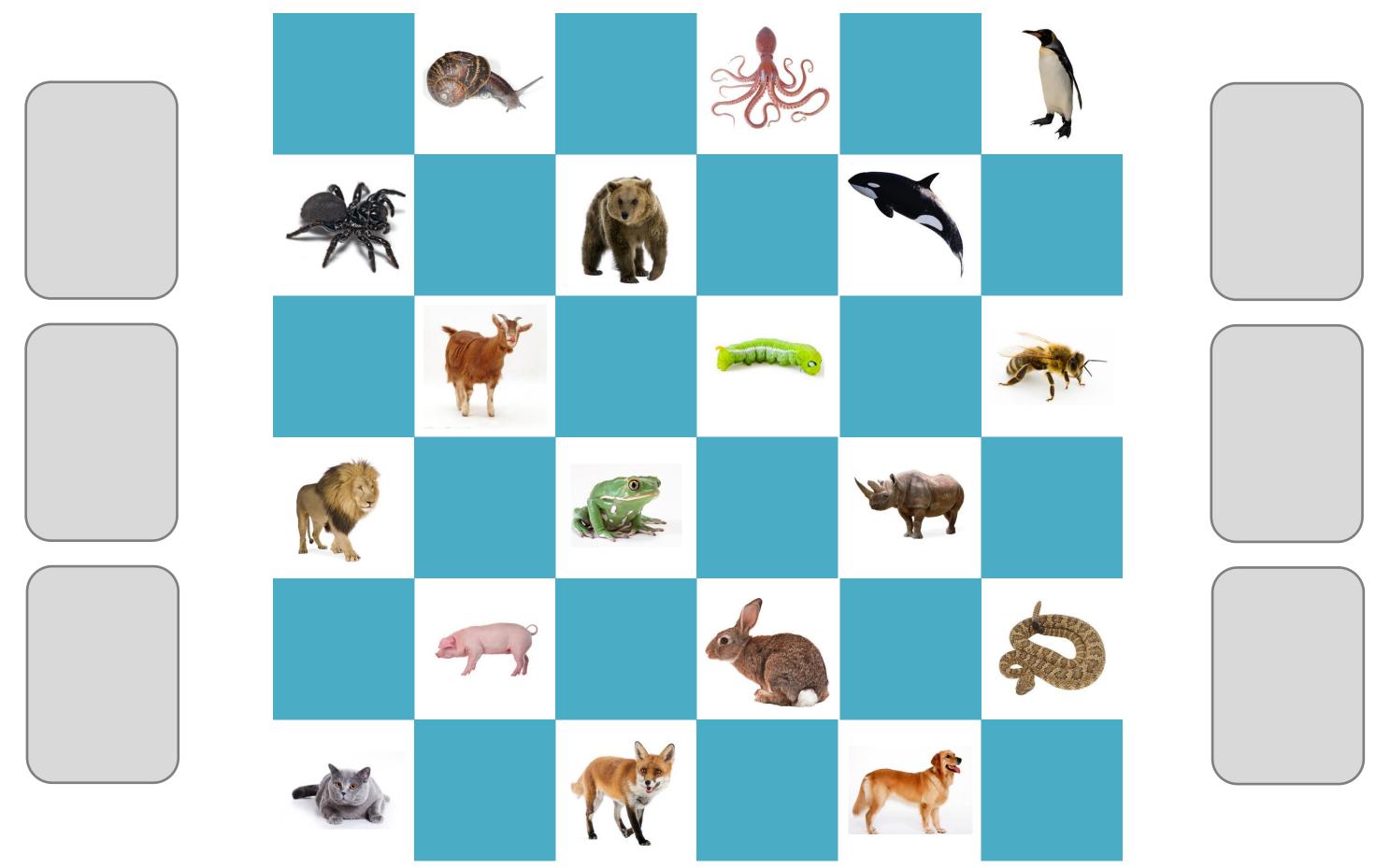
Animals 1

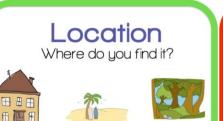
Category (subcategories), Location, Movement, Features (parts, colours, sounds, what it eats), Same & Different, Initial Sound, Rhyme, Syllables, Sentences, Personal Experience.



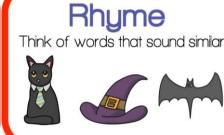
Animals 2

Category (subcategories), Location, Movement, Features (parts, colours, sounds, what it eats), Same & Different, Initial Sound, Rhyme, Syllables, Sentences, Personal Experience.

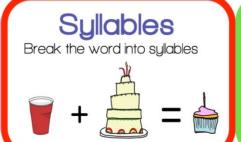






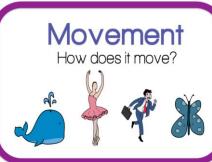


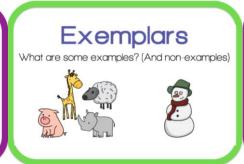


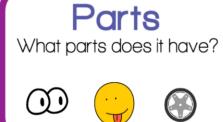


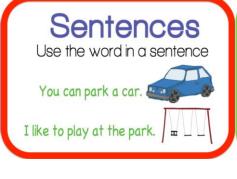












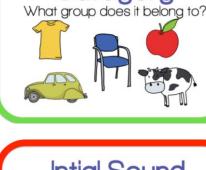


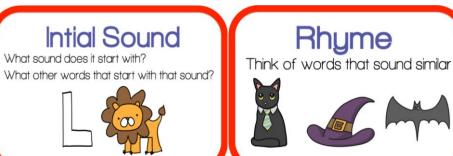


Location

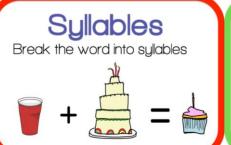
Where do you find it?







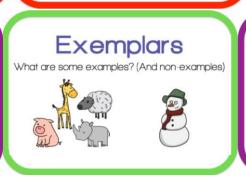
















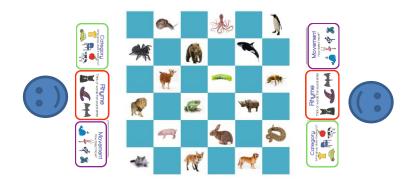


How to play

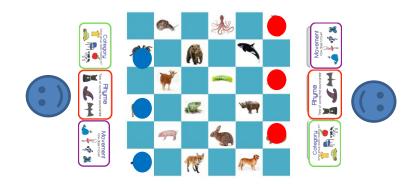
1. Place the board between 2 players (each person has the shaded rectangles facing them).



2. Choose three prompt cards that match your goals to cover the rectangles. The players can both have the same cards as each other or different cards..



3. Place a counter on the 3 closest pictures. Each player gets different counters. Have extras of the same counters.



- 4. Play draughts by taking turns to diagonally move to a new square. The winner is the one with pieces left on the board. Players can jump and king each other's pieces (Google how to play draughts for further information)
- 5. Each time a player moves to a new square they describe it using their prompts. For example, "It is a sea animal, it rhymes with soctopus and it moves in a jiggly way"