Prefixes and Suffixes - Dice Game

			Designed by Mohamed Lahbib KATHI		
1.		2.	3.	4	5.
Start	She spoke	Move	They	You have to	Sam
Good	<u>clear</u> to	ahead 3	played	clean your	walked
Luck !	him.	spaces	games for	room. It's	down to
			<u>entertain</u> .	<u>tidy</u> .	the <u>way</u> .
11.	10.	9.	8.	7.	6.
Move	Lose a	We don't	Take an	Now we	Oh sorry!
ahead 3	turn	like her as	extra turn	<u>cycle</u> things	I <u>spelled</u>
spaces		she's very		we used to	this word
69.87		<u>child</u> .		throw away	again.
12.	How to play				
Don't	 Decide who goes first by having everyone roll one die. Whoever has the highest number goes first. The arrows show the path the players must follow. When the student(s) land(s) on a particular space 				
<u>behave</u> !	they must produce orally the answer before they give the other student(s) a chance to start. The players goal is to move ahead as fast as possible to the finish space.				
13.	14.	15.	16.	17. 🧖	18.
He bought	He is	Go back	Jane is an	Change	They have
a <u>cycle</u> for	moving	three	active	places with	to <u>wide</u>
his little	very	spaces	feminine.	your	the road.
son.	<u>quick.</u>			opponent.	
24.	23.	22. The	21.	20.	19.
You must	Move	new family	Everybody	They have	
make a	ahead 2	code	has <u>free</u> of	to <u>operate</u>	Go back
decide.	spaces	restricts	speech.	with the	one space
	<u> </u>	gamy.		police.	
25.	26.	27.	28.	29. Today,	
Our team	Lose a	He has a	Go back 4	<u>terror</u> is	Finish
won the	turn	strong	spaces	linked with	
champion.		imagine.	<u>é</u> <u>è</u> <u>è</u>	religion.	

