

# WILDONES!

by Learning Wheels, Inc.

## Tools:

Game board

Die

Game pieces

## Equipment check:

No preparation necessary.

## Start your engine:

- Place students in groups of 2-4. The group will need a die, game pieces and the game board. Students will each roll the die one time, the high roller goes first.
- Player One rolls the die and says a 3 letter word like "cat". He moves his game piece the number of spaces that he rolled. It is now Player Two's turn.
- Player Two rolls the die. If this player gets a number other than 1, he must say a word that rhymes with the word Player One said. If he is able to do so, he moves his game piece the number of spaces that he rolled. If he cannot think of a rhyming word that has not been said, he may not move. Play continues in this manner until someone rolls a 1.
- When a player rolls a 1, he may now change the word that is used in the game. For example, he might change "cat" to "bug" and now everyone will be trying to find a word that rhymes with "bug" until the next 1 gets rolled. The player who rolls the 1 changes the word and then rolls again to see how many spaces he moves on the game board.

## Finish Line:

The winner is the first player to cross the finish line!

Variations: This game may be played with any of the following variations for easier or more difficult play:

4 letter words, matching initial or ending sounds, finding words with the same suffix or prefix