

General Instructions:

Choose the game board that focuses on the target sound in the target position for your students. Prior to play, have the students repeat each of the target words on the board. Use the die to determine how many spaces the student will move.

Options for play

- A. You may use the Level One (Open Ended Silly Sentences) prior to the student landing on the square for single word response, or the student can repeat the entire phrase filling in the blank with the word on the square he/she lands on.
- B. Student may say the word or use the word in a phrase or sentence.
- C. You may create a sentence leaving out the target word the student has landed on and have him/her fill in the blank for word level response.
- D. You may use the Level Two Tongue Twister phrase and have each student fill in the blank using the target word he/she lands on each turn.

Level One

Open ended silly sentences. The SLP reads the phrase to the student; then the student tosses the die, moves, and uses the target word to complete the silly sentence. The sentences may be repeated for continuous play.

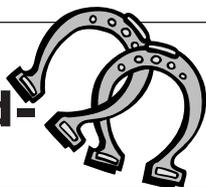
Level Two

Includes language activities and opportunities for articulation expansion. Students in Level Two should be encouraged to answer in complete sentences and elaborate on their answers. This level includes a story starter and tongue twister phrases. (See Option D.) The story starter can begin with one student and go around the table until the story reaches a successful conclusion. You may use Level Two activities before and/or after the game as well.

Each player proceeds in turn until one player reaches the finish line. An exact die toss may or may not be required to win, as determined by the SLP. No student is penalized for an incorrect answer but is encouraged to do his or her best. The SLP may modify instructions so that the student reaches some level of success. Players may turn around and go back from Finish to Start or return to Start to play another round.



Initial R- Ray's Rodeo Round- Up



See page 3 for full game instructions! These are optional play suggestions.

Level One

1. At Ray's Ranch they grow _____.
2. Ray's sister Rhonda tamed the _____.
3. Ray rode the _____ at the home town fair.
4. Ray's brother Rick won first prize for the best _____.
5. Everyday on a ranch you must _____ the horses.
6. Rhonda couldn't find the rope, so she used a _____.
7. At the campfire Rick remembered to _____ the marshmallows.
8. After the round-up, Ray put the _____ back in the barn.
9. The blacksmith put a new _____ on the horse.
10. Last night Ray heard the coyote howl at the _____.

Level Two

1. Name a word on your board that rhymes with: teach; bench; fun; nice; bead; boots; pound; cash; sing; best; toad; clock.
2. Name things on your board that are: hard; made of wood; red; round; small.
3. Name three of your relatives.
4. Name some reasons why you rest.
5. Name two water vehicles. How are they alike/different?
6. Name three things with roots.
7. Look around the room. What is in the shape of a rectangle?
8. Take three words and use them in one sentence.

Story Starter

One day, Ray was coming home from the rodeo, when suddenly...

Tongue Twister

(Use the pictures to complete these twisters!)

Rodeo Ray roped a _____ (noun). Or

Rodeo Ray can _____ (verb) on the ranch.



Initial R- Ready for Rock-N-Roll



See page 3 for full game instructions! These are optional play suggestions.

Level One

1. Roxie and Rudy bought a _____ to the concert.
2. Rudy's favorite music is rock and _____.
3. Roxie's sister Rosie listens to music on her _____.
4. Rudy's friend Ralph learned to play the _____.
5. At the door the _____ collected the tickets.
6. When the concert was about to start, they turned down the _____.
7. After the concert Roxie and Rudy went out and had a _____.
8. During the concert one of the raccoon's _____s broke.
9. The Raccoons arrived at the concert in a _____.
10. One fan asked a Raccoon for his _____.

Level Two

1. Name a word on your board that rhymes with: hope; nose; ham; bake; hoof; hat; bench; pocket; sing; gain.
2. Name something that grows.
3. Name something you could wear.
4. Name two animals. How are they alike/different?
5. What word goes with: leaves? carrot? thorns? diamond? chimney? tool? moon?
6. What: slithers? hops? zooms? ties? protects?
7. What: makes a noise?
8. Name something you can use. Tell how you use it.

Story Starter

Roxie and Rudy were excited to see the Raccoons. They sat back in their seats and...

Tongue Twister

(Use the pictures to complete this twister!)
Roxie and Rudy heard the Raccoons play the...



Medial R- Perry Pirate's Party



See page 3 for full game instructions! These are optional play suggestions.

Level One

1. Perry Pirate looked for treasure using a treasure _____.
2. On Perry's map, _____ marked the spot!
3. Perry opened the treasure chest and there was a gold _____.
4. Perry's friends told him to make a wish and blow out the _____.
5. The monkey wore a _____ on his head.
6. Perry's favorite gift was a _____.
7. Perry and his friends played "pin the tail on the _____."
8. Perry always has his faithful _____ on his shoulder.
9. Perry taught his parrot to say, "Polly wanna _____?"
10. When his guests left, Perry gave them each a _____ to take home.

Level Two

1. Name two things on your board that are green.
2. Name two birds. How are they alike/different?
3. Name two items of food and make up a silly sandwich.
4. A treasure chest is like a purse. Why?
5. What things on your board can you: wear? eat? visit? use? carry? peel?
6. Name a word on your board that rhymes with: nurse; farm; parrot; hurt; word; born; Mary.
7. What has: a strap? film? buttons? feathers? wings? a point?
8. Say two numbers between 1 and 22. Find the pictures on those squares and use them in a sentence.

Story Starter

Perry the Pirate was digging for treasure. His shovel hit something hard...

Tongue Twister

(Use the pictures to complete this twister!)

Perry Pirate took a(n) _____ to his party.



Final R- What Will Bear Wear?



See page 3 for full game instructions! These are optional play suggestions.

Level One

1. Booker got out of the shower and dried off with a _____.
2. The bear hung his robe on a _____.
3. Bear's mother told him to put his _____ away in his closet.
4. Booker brushed his _____ before breakfast.
5. Booker put _____ on his feet so he wouldn't slip.
6. Booker's brother Dexter borrowed his _____.
7. After Booker took a shower, he went out to play _____.
8. When it was time for _____, Booker came in the house.
9. Booker wore his best _____ to the party.
10. Mr. Bear bought Booker a new _____ at the clothing store.

Level Two

1. Name something that is green.
2. Name something you can open and close.
3. Name two animals. How are they alike/different?
4. Give two meanings for the word "star." Use them in a sentence.
5. Name a word on your board that rhymes with: floor; stair; jar; flipper; shower.
6. Name something wild.
7. Name something soft.
8. Name something you can use. What can you use it for?

Story Starter

It was Booker's first day at school. He went to the closet and...

Tongue Twister

(Use the pictures to complete this twister!)

Booker Bear wore a sweater with a _____.



R Combo- Root Beer Road Race



See page 3 for full game instructions! These are optional play suggestions.

Level One

1. Rosie Rabbit wanted to win that root _____.
2. Terry Turkey put on his new running _____.
3. Doris Deer said, "I'll see you at the finish _____."
4. Along the way Rosie Rabbit stopped to pick up a _____ in the road.
5. Gary Gorilla waved a _____ as the runners raced by.
6. The runners had to be careful around the _____.
7. Raccoon said, "On your mark, get set, _____!"
8. Terry Turkey stopped to tie his _____.
9. When the race ended, they all went out for _____.
10. Terry, Rosie and Doris all shared the _____.

Level Two

1. What are two ways you could use the words: ring; rock; train. Use them in a sentence.
2. What has brown on it?
3. What is salty? shiny? bumpy? pointy? warm?
4. What can move? What can't move?
5. What's in a healthy breakfast?
6. Why is it important to exercise and eat well before a race?
7. Name a word on your board that rhymes with: floor; cake; word; sock; toad; rain; nose; sting.
8. Finish this statement: "I'm a winner because..."

Story Starter

It was the day of the big race. The runners were lined up ready to go, when suddenly someone yelled...

Tongue Twister

(Use the pictures to complete this twister!)
The runners raced around the _____.



R Blends— A Drink For Dragon



See page 3 for full game instructions! These are optional play suggestions.

Level One

1. When Drew the Dragon breathed, _____ came out of his nose!
2. Drew was a friendly dragon. Everywhere he went he helped _____.
3. The King and Queen invited Drew for dinner and they served _____.
4. The Princess offered to share her _____ with Drew.
5. When Drew wanted to fly he just flapped his _____s.
6. All the children said, “Drew you are the best dragon in all the _____.
7. At Prince Trevor’s birthday party, Drew lit all the _____s on the cake.
8. Breathing _____ all day long makes Drew’s throat dry!
9. Drew and the Princess sat down and had a nice cold _____.
10. Drew could do magic. He could make a _____ disappear!

Level Two

1. Name some things on your board that you could eat.
2. Name some things that are, or can be, green.
3. Drew and the Princess shared a cold drink. Name some cold drinks!
4. What is silly about: wearing broccoli on a crown? finding grapefruit in a treasure? seeing a dragonfly using a crayon? seeing a frog with braces?
5. Name a word on your board that rhymes with: see; rain; boot; nice; back; brown; sink; pill.
6. Would you like to be a prince or a princess? Why?
7. Pretend you have a pet dragon, like Drew! What would you teach him to do?
8. What kind of present could you give a dragon?

Story Starter

One day Drew the Dragon was wandering the countryside when he heard a funny sound. He looked around a tree and...

Tongue Twister

(Use the pictures to complete this twister!)
Drew and the Princess made friends with the _____.