

Rhyming Game

1. Place rhyming picture cards face up in rows.
2. Place game pieces on the START space.
3. Taking turns, children roll the dice and move game pieces according to the number shown.
4. Name the picture where the game piece lands (e.g. bear) and look at the cards to find a rhyming match.
5. If a match is made, say the match. If unable to make a match, then return the game piece to its previous space.
6. Continue until all the first player reaches the END.

*If a child lands on the FREE space then they get to stay there without having to find a rhyme.

Alternate way to play:

Do not use the rhyming pictures and instead of the child having to match the rhyming pictures they land on the picture and have to generate a rhyme themselves. If they cannot generate a rhyme then they have to go back to their previous space. For example: If a child landed on the picture "clock" they would have to make up their own rhyme "dock".