Players: 2–4

You need: game board from page 76 (copy and mount on tagboard), a sneaker-shaped marker for each player, 15–20 index cards with words from Units 7–11 written on them, flat cap from milk container

How to play: With permanent marker, write the number 1 on one side of the milk cap and the number 2 on the other side. Have each player choose a sneaker, color it, and place it on START. Shuffle the index cards, and place them face down on a desk or table.

1. Player 1 chooses an index card, turns it over, and reads it aloud for Player 2 to spell.
2. If the word is spelled correctly, Player 2 flips the milk cap and moves the specified number of spaces. If the word is misspelled, Player 2 does not move.
3. Players take turns reading and spelling words as they move around the board.
4. If there are more than two players, the game moves clockwise, with children asking players on their left to spell the word they chose.

Players use Basic Word lists from Units 7–11 to check one another’s spelling. Players who land on a Trouble! space must follow the directions on that space. The first player to reach the CAMP space wins.
Hit the Trail!

Spelling Game

START

TROUBLE!
Lose 1 turn.

TROUBLE!
Go back 1 space.

CAMP

Use: For use with Units 7–11.