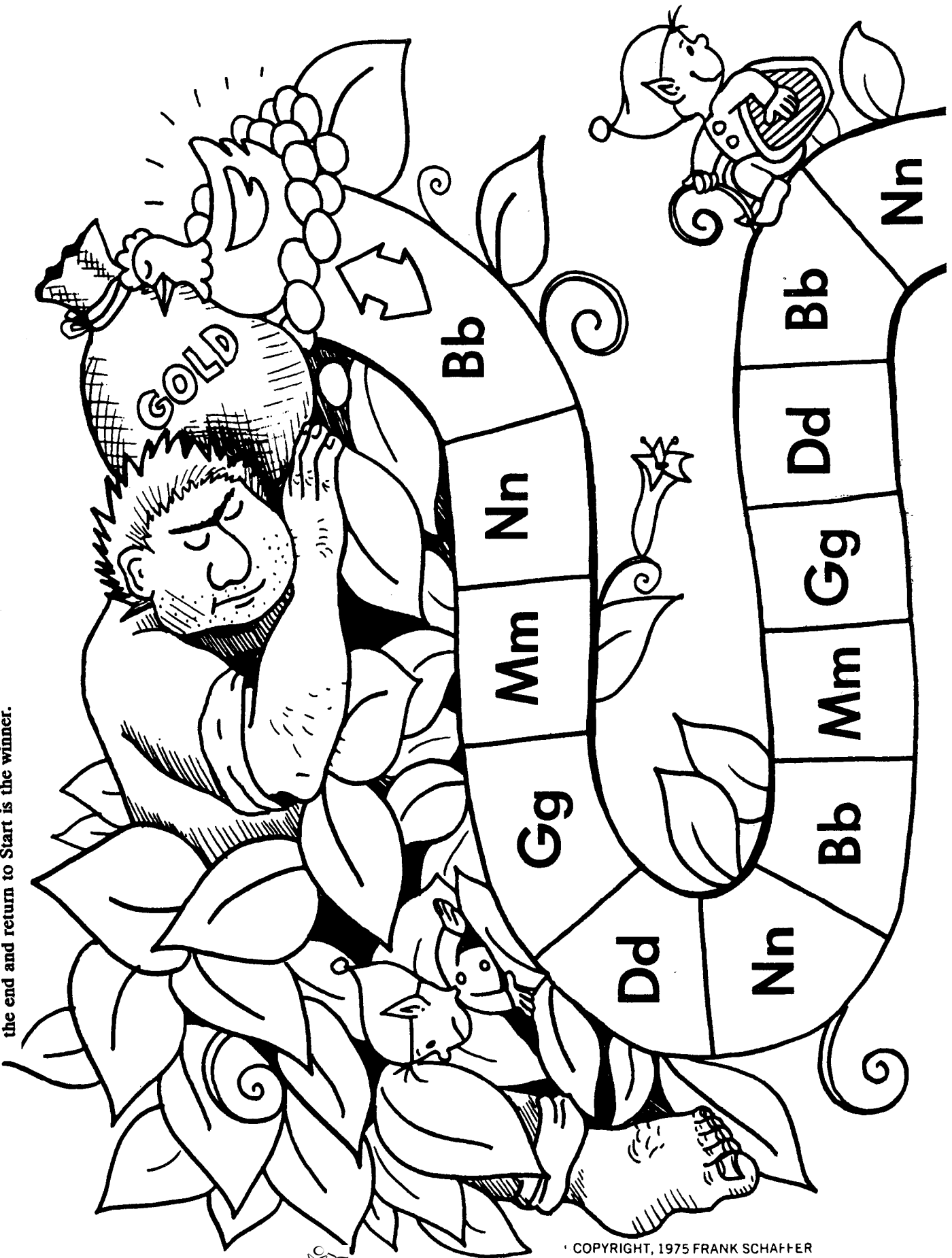


Cut the cards apart. Review them with the student before beginning the game. Scramble them. Turn them face down. A player takes a card and moves his marker to the nearest square starting with the same sound. **DO NOT SPELL. SOUND THE LETTER.** Put used cards at the bottom of the pile. The first player to reach the end and return to Start is the winner.



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