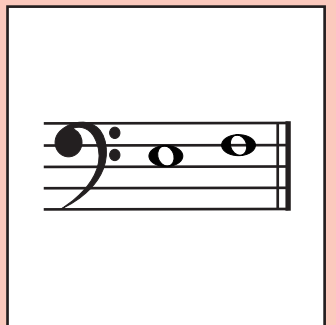
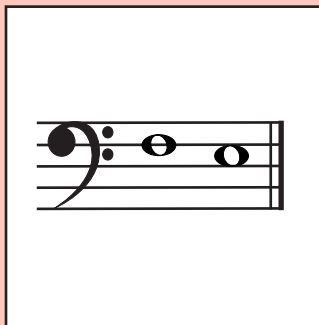
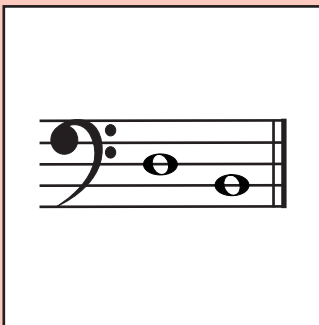


step, skip, skip, step, step



GNOME'S STEPS AND SKIPS

Roll the Dice, Guess, And Win the Game

Players: 2

Activity time: 8 min.

Objectives: review and reinforce steps and skips

Objectives

To reinforce step and skip concepts.

Preparation

1. Download and save a PDF file.
2. Print PDF.

Setting Up the Game

1 game board
1 mover for each player
dice
pencil

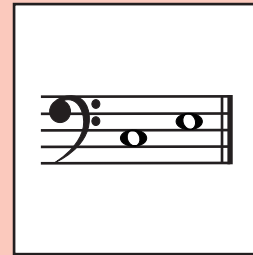
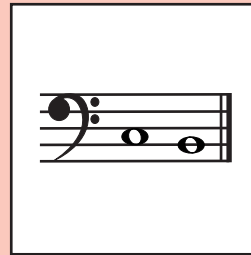
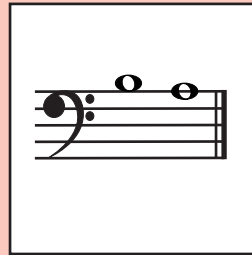
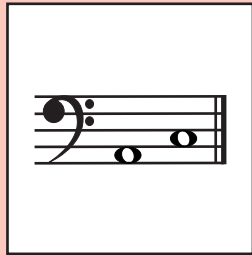
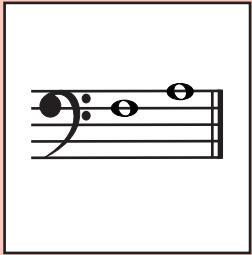
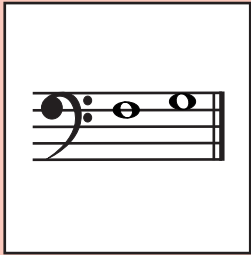
Instruction

The players take turns to roll the dice, move the marker to the matching square and guess the step or skip. When answered correctly the student crosses out the step or slip from their game line, and if not remains on the same square and does not cross anything out. The turn goes to the next player.

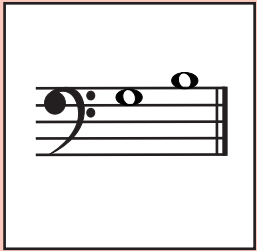
Winning the Game

The first player to cross out all the steps and skips from their game line wins the game.

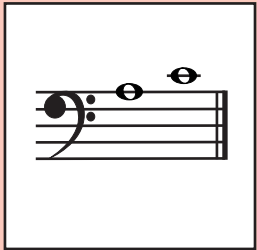
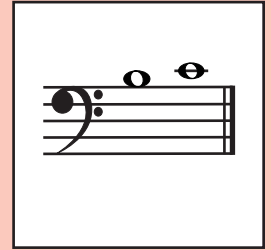
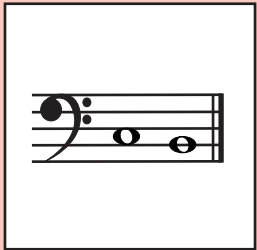
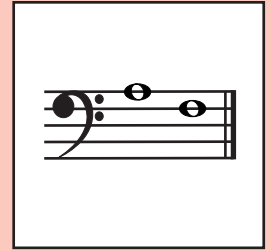
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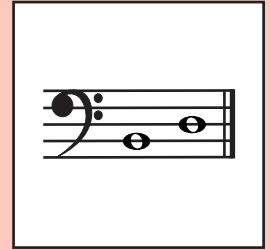
ROLL AGAIN



step, skip, skip, step, skip



step, skip, skip, step, step



START

