

# cl, sl, sp, st, tw

## Read and Race



### Instructions

1. Roll the dice.
2. Sound out to blend the word you land on.
3. Who will finish first?

# fr, bl, fl, gl, pl

## Read and Race

Start

black

glum

free

flower

glad

blob

plus

front

flood

blank

fresh

plum

fling

blink

flock

plop

glass

flight

glee

plant

glint

blast

frost

Finish

fr

bl

pl

gl

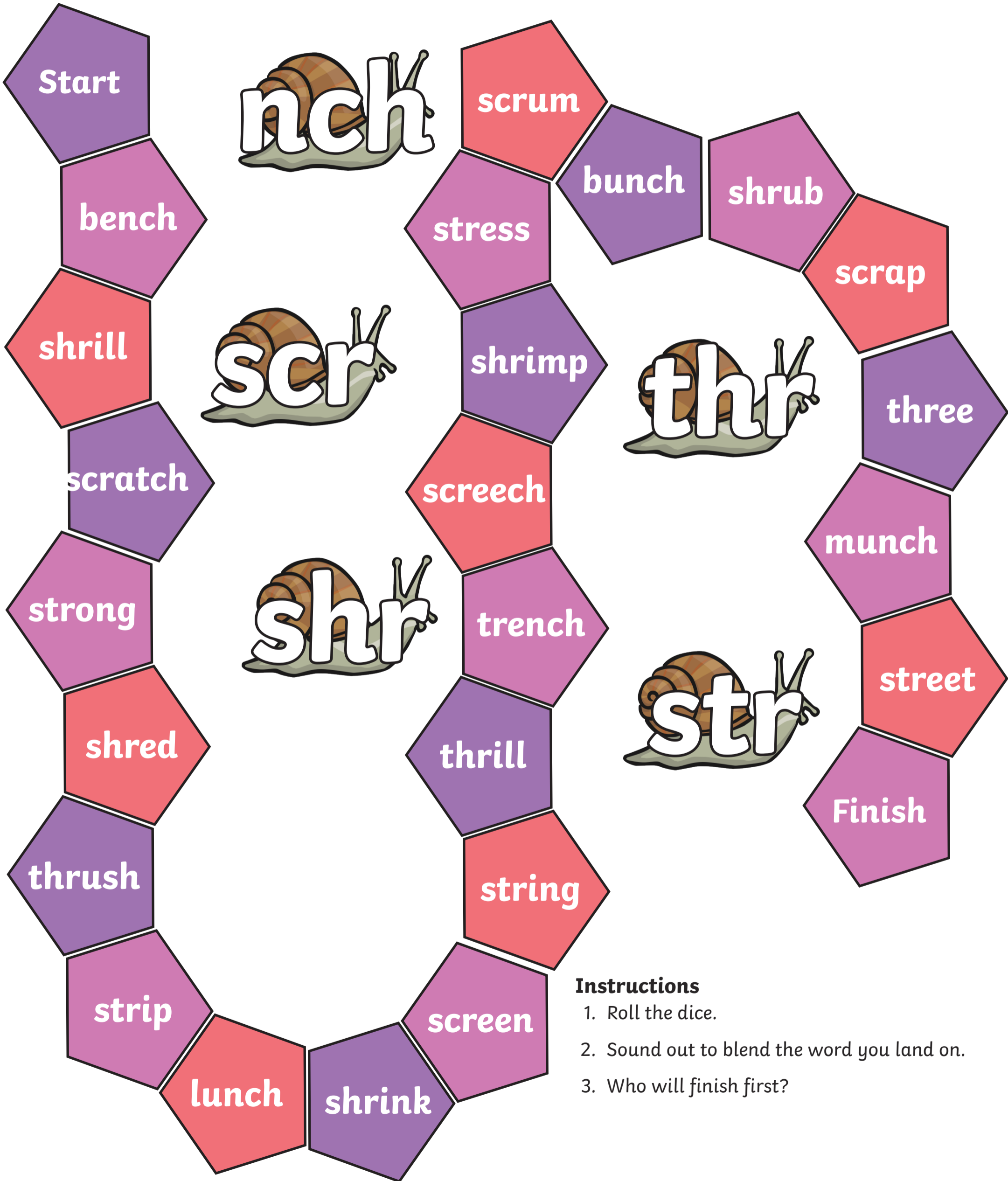
fl

### Instructions

1. Roll the dice.
2. Sound out to blend the word you land on.
3. Who will finish first?

# nch, scr, shr, thr, str

## Read and Race



### Instructions

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# sk, lt, lp, lf, lk, pt

## Read and Race

The board game path consists of the following words in order:

- Start
- task
- sulk
- shelf
- belt
- help
- wept
- silk
- self
- yelp
- melt
- slept
- golf
- ask
- felt
- milk
- gulp
- script
- desk
- elk
- wolf
- crept
- tilt
- Finish

Snail illustrations with large consonant blends on their shells are placed around the board:

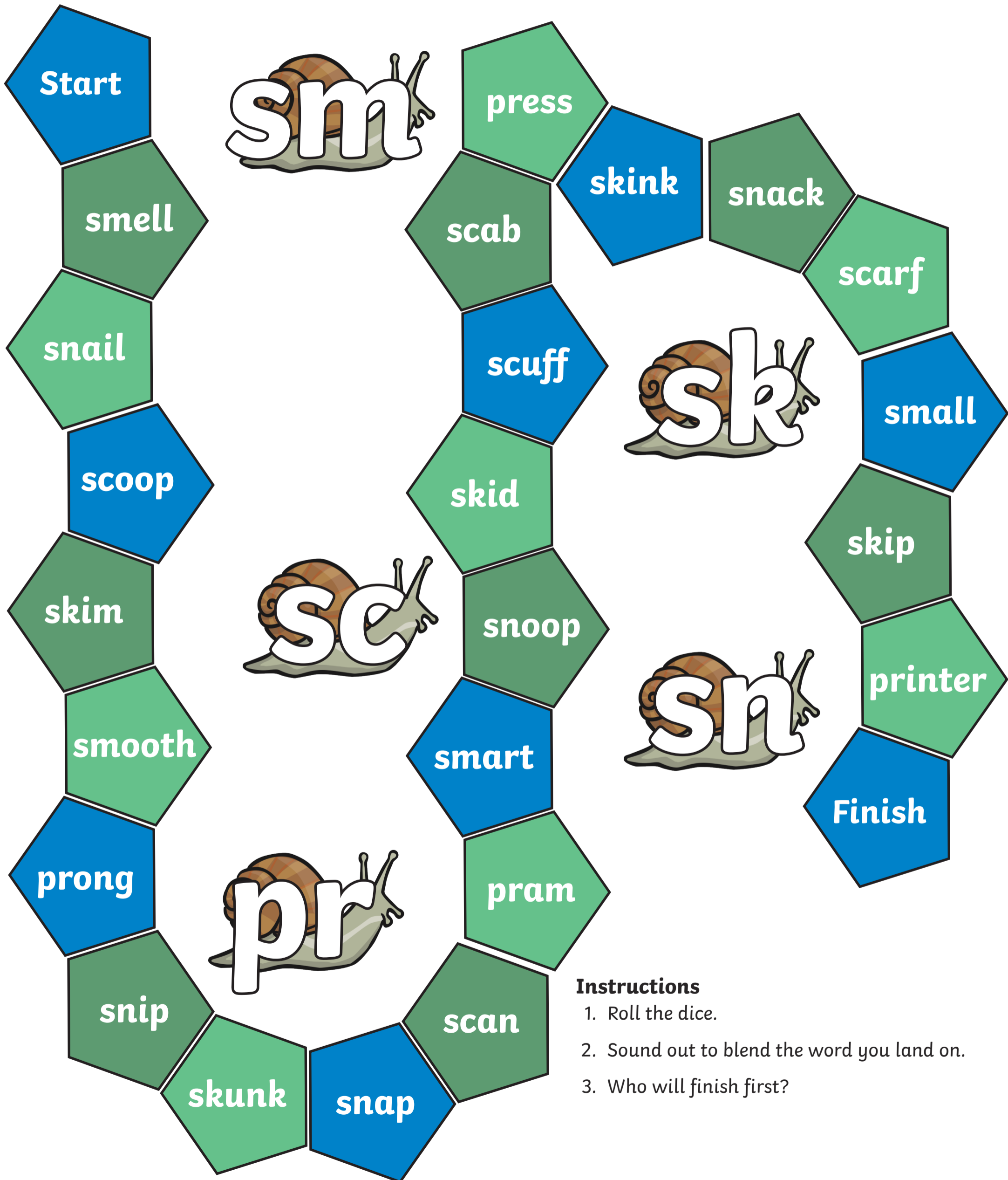
- sk
- lt
- lp
- lf
- lk
- pt

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# sm, pr, sc, sk, sn

## Read and Race



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# st, nd, mp, nt, nk, ft

## Read and Race

Start

just

went

bump

band

dent

think

vest

camp

hunt

ink

gift

nest

limp

pond

tent

lift

damp

drink

hand

best

went

tuft

tank

Finish

st

nd

mp

nt

nk

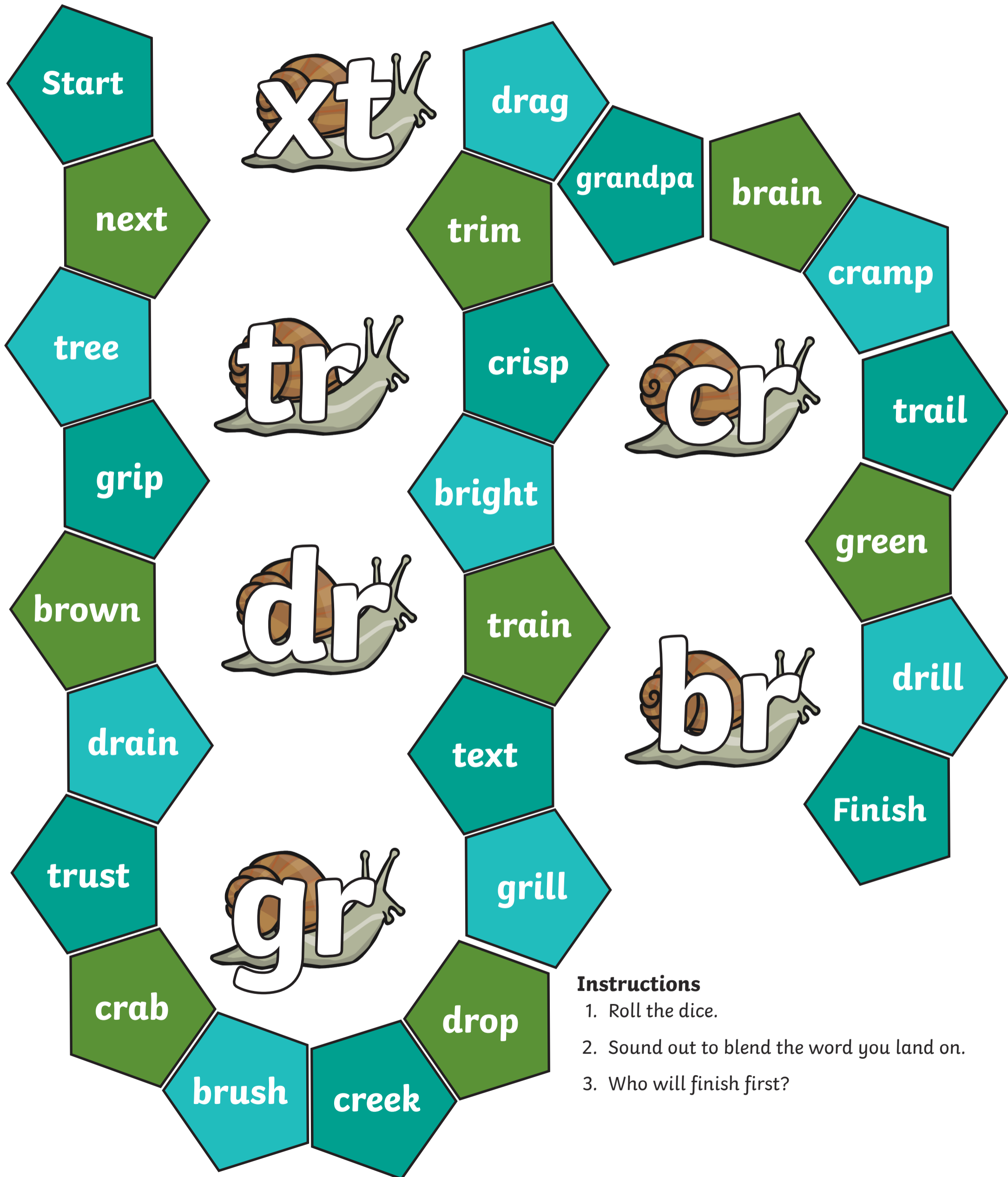
ft

### Instructions

1. Roll the dice.
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# xt, tr, dr, gr, cr, br

## Read and Race



### Instructions

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