



1

2



3

Take the
plane.
Go ahead 5
spaces.

2

Jungle
Adventure



3

1

Play the
drum.
Miss a turn.

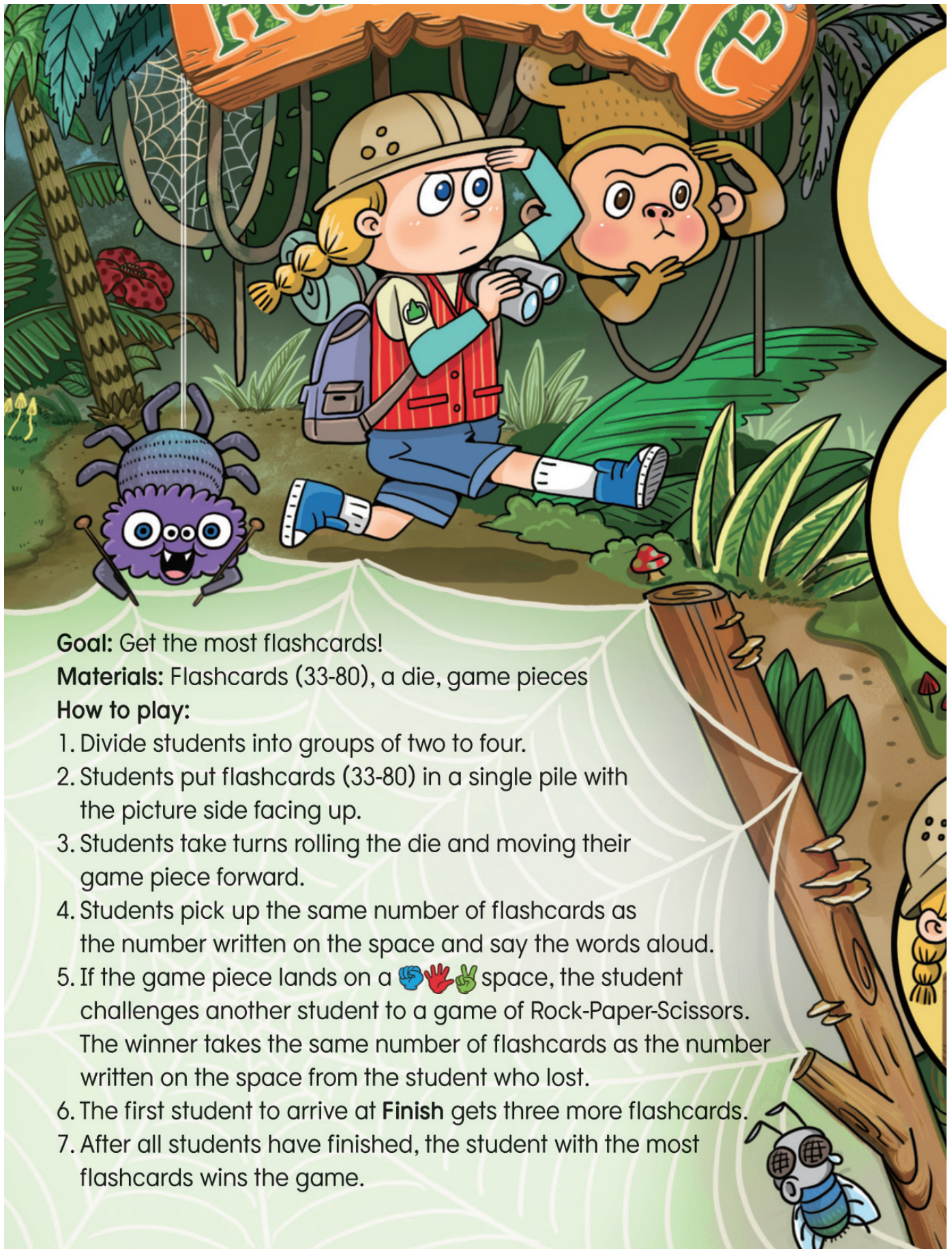
3

5

Go
swimming.
Miss a turn.

2




4



Goal: Get the most flashcards!

Materials: Flashcards (33-80), a die, game pieces

How to play:

1. Divide students into groups of two to four.
2. Students put flashcards (33-80) in a single pile with the picture side facing up.
3. Students take turns rolling the die and moving their game piece forward.
4. Students pick up the same number of flashcards as the number written on the space and say the words aloud.
5. If the game piece lands on a    space, the student challenges another student to a game of Rock-Paper-Scissors. The winner takes the same number of flashcards as the number written on the space from the student who lost.
6. The first student to arrive at **Finish** gets three more flashcards.
7. After all students have finished, the student with the most flashcards wins the game.



3

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1

2

2

Clap
10 times.
Miss a turn.

START

2

1



3

5

2

2

3

2



2

5



4

1

FINISH

Take the
ship.
Go ahead
2 spaces.

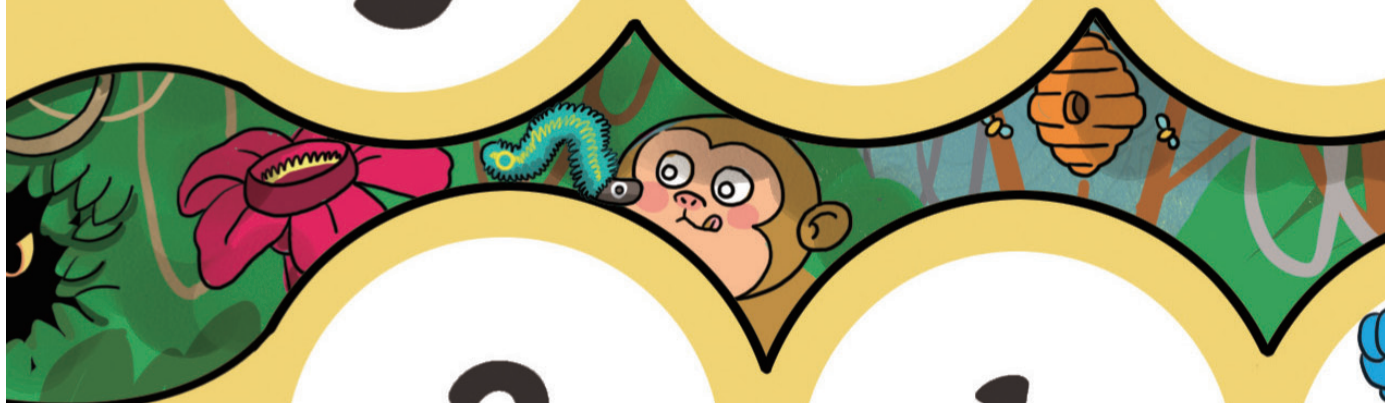


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