

CONQUERING LITERACY ACTIVITY 27: RACE TRACK (AP TP17)

1. Start	2. Spell...	3. Go on 1.	4. Spell....	5.	6. Go on 3.
					7.
13. Spell.....	12. Got a flat. Miss a go	11. Go back 2.	10.	9. Spell....	8. Stop on bend. Miss a go.
14.					
15. Spell.....	16. Go on 2	17. Stuck in mud. Miss a go.	18. Spell...	19. Bump into stack of bricks. Miss a go	20. Go on 2.
					21. Spell...
					22. Finish

Player A throws a dice and moves the corresponding number of squares. If they land on 'Spell...' Player B takes a card from the pack and asks Player A to spell the word (orally or in writing). If they spell the word correctly they get another go. If it is incorrect, they are shown the correct spelling and the card is placed at the bottom of the pack. Play then moves to the next person. The first player to get to the end of the track is the winner.

Print and cut up the cards below. Place them in a pile on the table ready to use with the race track spelling game.

brick	drink	frost	crack	print	crust
grass	trust	trick	grunt	cramp	drips
strip	grant	cross	thrill	strum	drill
frill	brass	dress	cress	brink	prank