

I. TIC TAC TOE BOARD - Play tic-tac-toe with a friend.

Keep a tally of the games you win.

Player 1 _____

Player 2 _____

III. GUESS THE WORD

Think of a word. Count the letters in it. Ask a friend to guess the word and tell your friend how many letters it has. Each letter your friend guesses has a cost. Vowels are 10 cents. Consonants are 5 cents. When your friend finally guesses the word, add up how much your friend spent on vowels and consonants. Take turns. Keep track of how much money you spend each time it's your turn to guess a word. The person who spends the least amount of money wins the game.

My word has _____ letters. Guess the word.

Vowels (10 cents each) _____

Consonants (5 cents each) _____

It cost _____ to guess my word.

Player A

Player B

Word 1 _____

Word 1 _____

Word 2 _____

Word 2 _____

Word 3 _____

Word 3 _____

VI. DRAW A PICTURE THAT TELLS A STORY. HAVE YOUR FRIEND GUESS WHAT THE STORY IS ABOUT. THEN TELL THE STORY TO YOUR FRIEND.

VII. PRACTICE YOUR PRINTING OR CURSIVE HANDWRITING ON THE LINES BELOW

VIII. BACKWARD MYSTERIES: WRITE YOUR NAME BACKWARDS IN CURSIVE. Decorate the letters. What does it look like?



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IX. FOLLOW YOUR IMAGINATION. Give your friend instructions on what to draw while you draw the same picture. Don't let your friend look at your picture while you draw. Use location words like: under, on top of, behind, beside, inside, and color words and number words. When you're both done, compare pictures to see if they look alike.

Example 1: Draw three pink cats. Draw a blue bird sitting on top of the second cat. Draw a tree behind the cats. Put a fish under the tree.

Example 2: Make a green triangle. Draw an orange square inside the triangle. Put four blue circles inside the square and a dot inside each circle.

Now make up your own instructions and take turns with your friend.

X. ALPHABET GAMES:

Game 1. ALPHANOUNS - Think of a fruit for each letter of the alphabet, taking turns with your friends. Then see if one of you can remember the whole list.

**Here are some other categories: animals, cities, boy's names, countries, girl's names, jobs, subjects in school, objects, musical artists or bands, movies, sports, desserts.

Game 2. I SPY - Play with a friend. Look around the airplane. Find something that starts with each letter of the alphabet, taking turns with your friend. Write them down below.

- | | | |
|---------|---------|---------|
| A _____ | J _____ | S _____ |
| B _____ | K _____ | T _____ |
| C _____ | L _____ | U _____ |
| D _____ | M _____ | V _____ |
| E _____ | N _____ | W _____ |
| F _____ | O _____ | X _____ |
| G _____ | P _____ | Y _____ |
| H _____ | Q _____ | Z _____ |
| I _____ | R _____ | |



XIII. 20 QUESTIONS - Think of a person, place or thing and ask a friend to guess what you're thinking about. Choose one of the examples below...

"I'm thinking of something ...

to eat, to do, to play, to ride on,
that flies, that has 4 legs, that swims, etc.

I'm thinking of somewhere....

fun, in my house, scary, beautiful,

I'm thinking of someone....

in my family, at school, famous

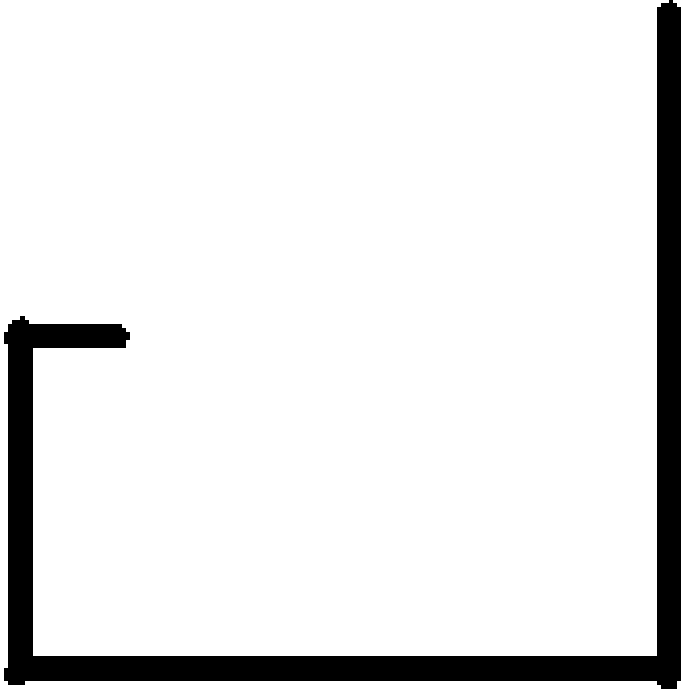
Your friend can ask you up to 20 questions to help him/her guess what it is. You can only answer yes or no to all of the questions. If your friend guesses the answer before using up all of the 20 questions, your friend wins and it's his or her turn to think of something and your turn to ask questions.

Keep track of how many questions by checking off below.

1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7 _____ 8 _____ 9 _____ 10 _____

11 _____ 12 _____ 13 _____ 14 _____ 15 _____ 16 _____ 17 _____ 18 _____ 19 _____ 20 _____

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XIV. HANGMAN



How to play: Tell your friend that you are thinking of a word. Have your friend guess what letters are in the word. If your friend guesses a letter correctly, put the letter in the correct place in the word. If the word does not have the letter they guessed, draw a head on the noose. Each time your friend does not guess a correct letter, add the next body part. If you complete the body before your partner guesses the word, you win. Then it's your partner's turn to think of a word and it's your turn to guess the letters.

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