

# Roll-a-Rhyme

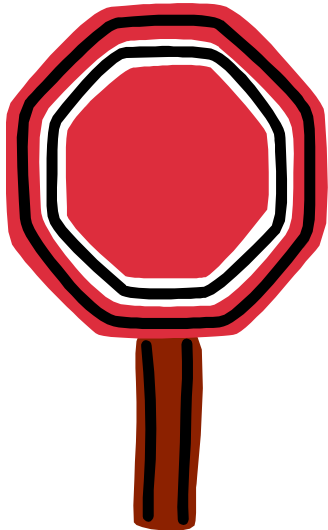
## Prep Work:

Print off pictures onto cardstock, cut out, and insert into education cubes. If you do not have education cubes, you can purchase them from [www.educationcubes.com](http://www.educationcubes.com) or make your own with dice with a cardboard box (such as a Priority Mail box).

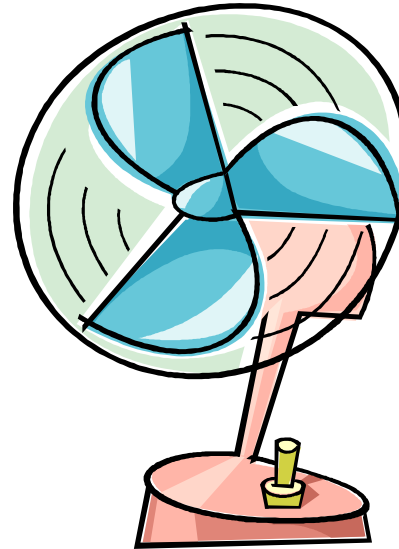
## How to Play:

Players take turns rolling the two dice. Players say the name of the objects on the dice (picture key on last page of download) and tell if they rhyme or not. When a rhyme is rolled, that player can roll again! If you'd like, you could keep score with each correct answer given.

Roll a Rhyme Inserts: 1<sup>st</sup> Die

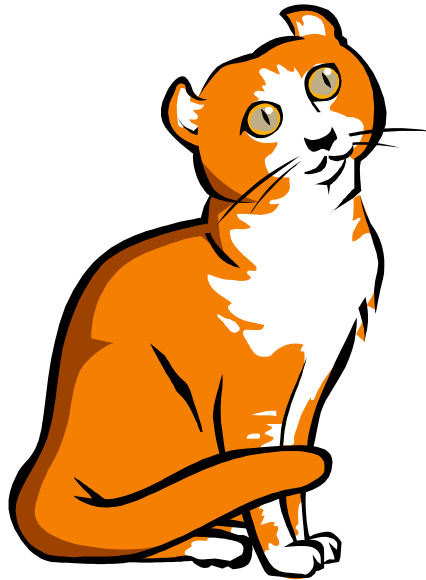
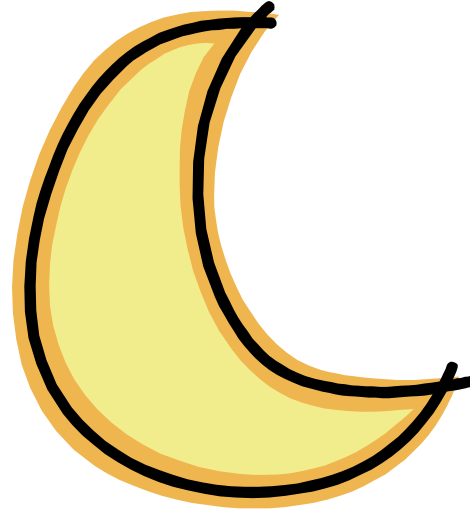
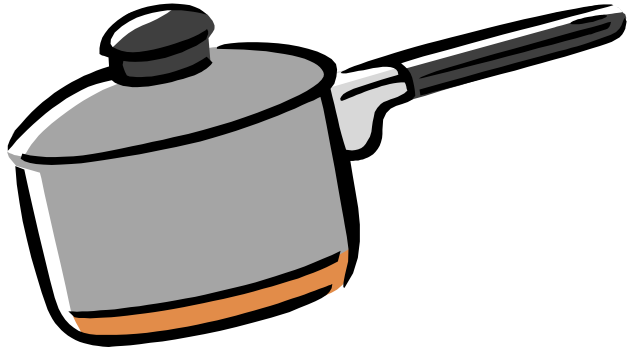


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Roll a Rhyme Inserts: 1<sup>st</sup> Die

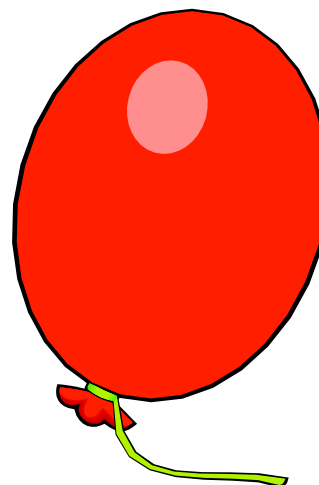
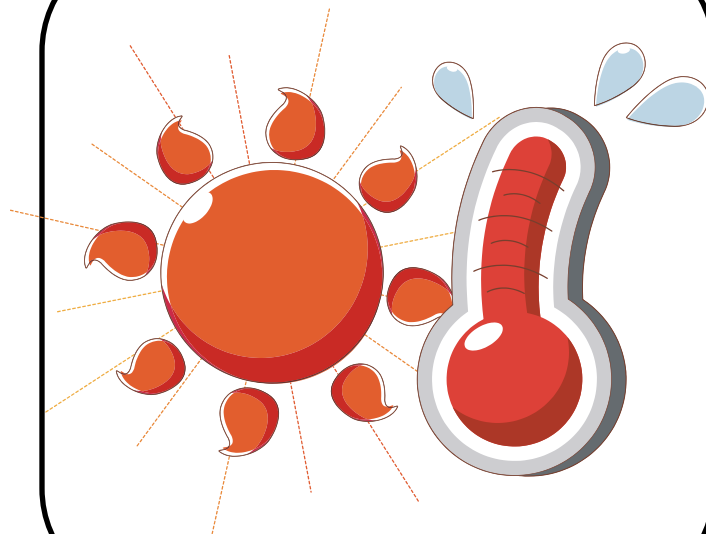
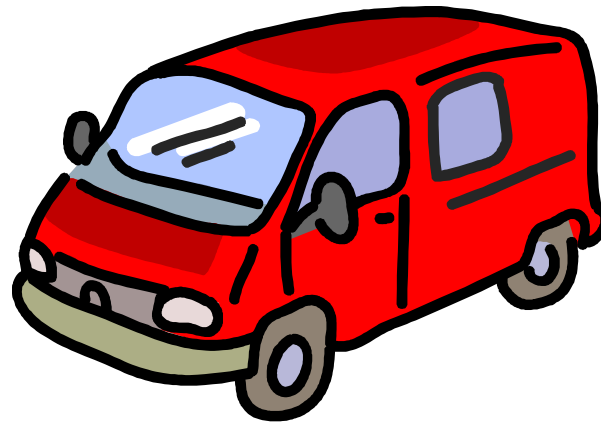


# Roll-a-Rhyme

Roll a Rhyme Inserts: 2<sup>nd</sup> Die

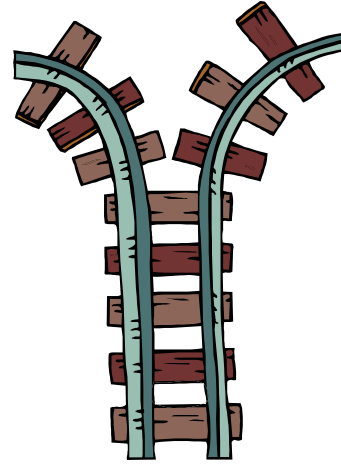
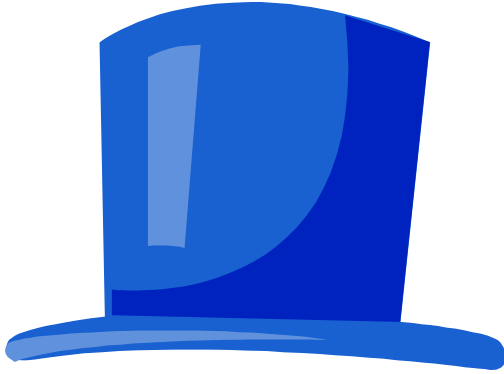


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Roll a Rhyme Inserts: 2<sup>nd</sup> Die



## Picture Key:

1<sup>st</sup> Die - stop, fan, pot, moon, cat, ax

2<sup>nd</sup> Die - mop, van, hot, balloon, hat, tracks