

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 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 and tell if they rhyme or not. If you'd like, you could keep score with each correct answer given.

Pictures included come from the Cut and Paste a Rhyme activities from Lessons 15-20 of Reading the Alphabet.

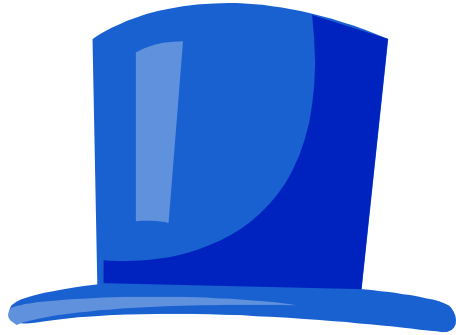
Picture Key:

1st Die - hat, kite, nose, zoo, ox, dot

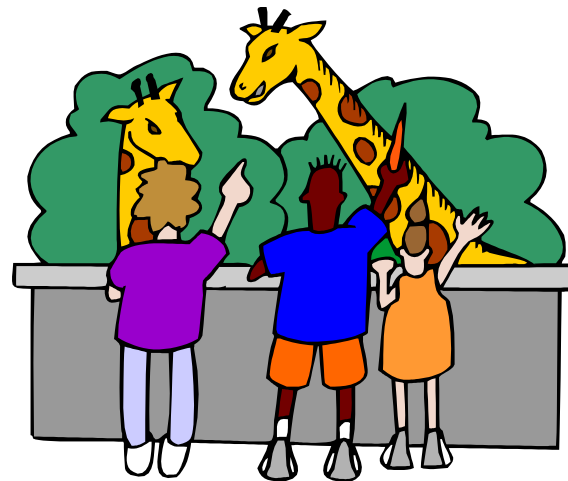
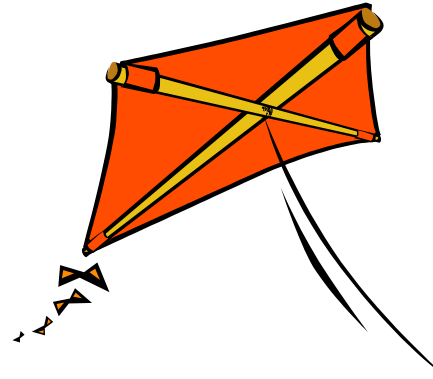
2nd Die - bat, right, toes, glue, box, not

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Roll a Rhyme Inserts: 1st Die



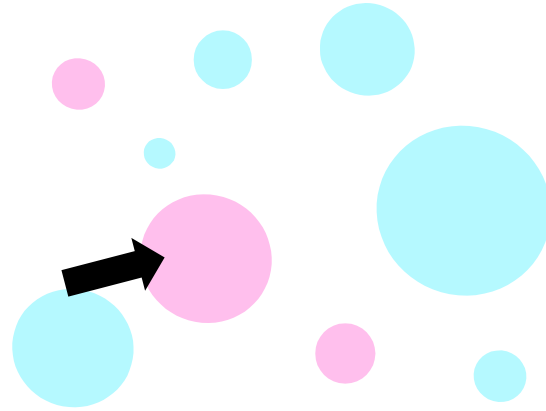
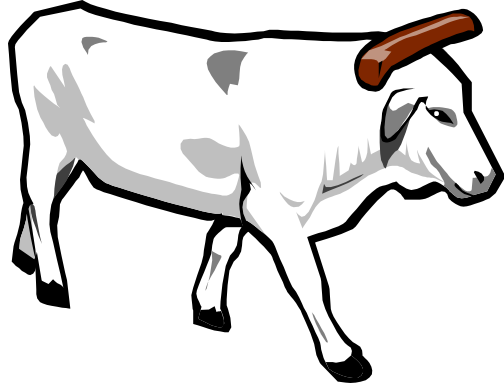
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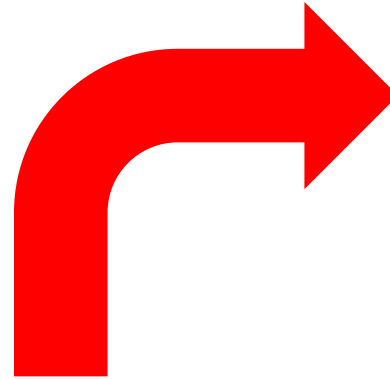
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Roll a Rhyme Inserts: 1st Die



Roll a Rhyme Inserts: 2nd Die



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Roll a Rhyme Inserts: 2nd Die

