

Roll & Write

WORDS THAT RHYME

Included in this pack are rhyming boards for short and long vowels.

Prep:

- Print a game board and recording sheet {if two students are playing together, they can share these}
- Pencil or dry erase marker {if you laminate}
- 1 die and 1 marker

Play:

- Roll the die. Move the marker to that number on the game board. Think of a word that rhymes with that word and write it on the recording sheet. It can be a real or silly word. If it is a silly word, be sure to indicate that by circling the word.

To read more about this game or to see more ideas, please visit our [blog post!](#)

Terms of Use: This free printable pack was created for you to use at home with your child/students or with multiple children in a classroom/tutoring setting. Please do not sell, host, reproduce, giveaway, or store on any other site (including a blog, Facebook, 4Shared, Dropbox, etc.). Thank you!

Roll & Write

WORDS THAT RHYME

game boards for short & long vowels

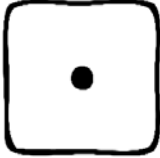
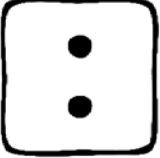
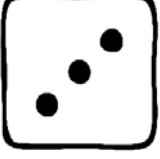
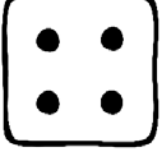




©2015 All Rights Reserved.

www.thisreadingmama.com

Roll & Write Words That Rhyme

Roll 1 die. Move your marker to the number on the hat game board. Write a rhyming word in the corresponding column below. You can use real words or Dr. Seuss (made up) words. If you use a Dr. Seuss word, be sure you circle it to show it isn't a real word.

6. back

5. cash

4. hand

3. map

2. man

1. cat

6. send

5. best

4. tell

3. red

2. men

1. pet

6. lick

5. will

4. fin

3. zip

2. big

1. sit

6. toss

5. lock

4. job

3. hop

2. dog

1. not

6. huff

5. jump

4. duck

3. gum

2. bug

1. cut

6. cage

5. made

4. tape

3. late

2. race

1. cake

6. day

5. tail

4. paid

3. rain

2. make

1. page

6. meal

5. bean

4. seat

3. need

2. keep

1. tree

6. side

5. nine

4. hive

3. nice

2. mile

1. like

6. why

5. night

4. lime

3. wide

2. rice

1. smile

6. coach

5. road

4. coat

3. poke

2. note

1. zone

6. cool

5. zoom

4. new

3. blue

2. mute

1. tune