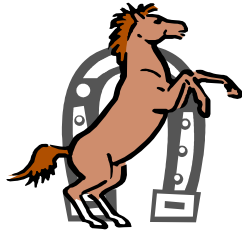
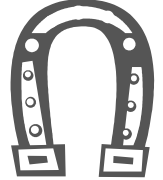
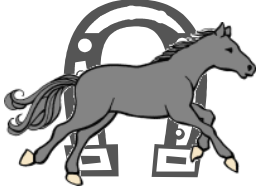
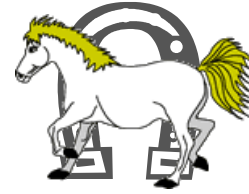


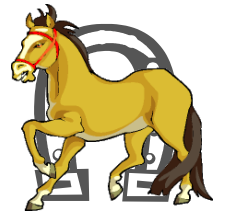
HORSE



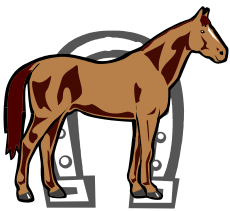
HAPPY



Put your word cards upside down in a pile.



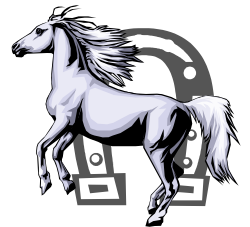
Roll the die and move along the horseshoes.



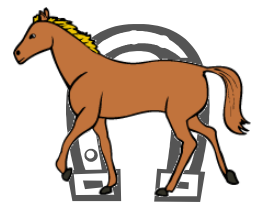
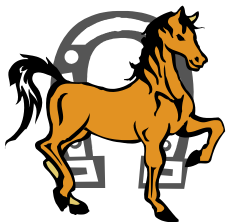
If you land on a horse picture, pick up a word card.



If you can read the word, move on an extra space!

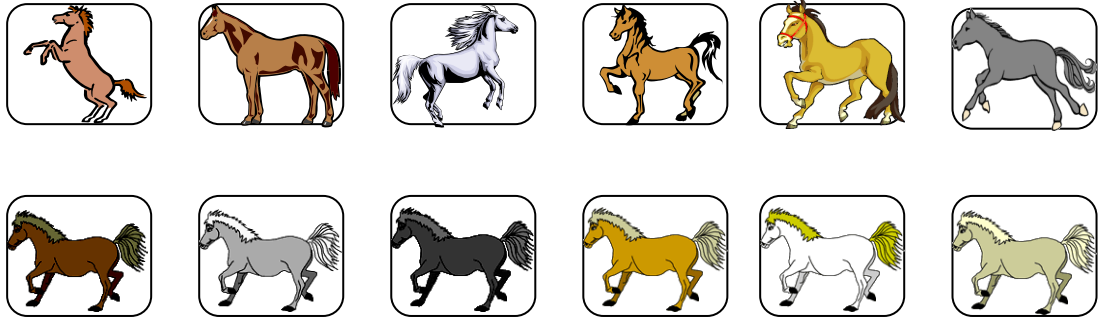


When you get near the end, you have to roll the exact number to land on FINISH... or you have to wait for your next turn and have another try.



Here are some little pictures you can use for “movers” if you like:

print them, glue onto thick cardboard and cut out the ones you want to use.



If you don't have dice or want to make a spinner for your game:

- print this onto card (or glue it on),
- colour in if you like (carefully- don't cover the edges)
- cut it out carefully around the edges
- make a small hole in the middle, and
- push through a small piece (about 5cm) of sharpened dowel, or a stub of pencil with a sharpened tip.

