

This game provides an opportunity to review the two-syllable words that your child has been working on, and to try some new ones.

First there is a bit of preparation to do.

- 1 Take a sheet of card and cut it up into 20 small squares about 5cms by 3cms. Write the following words and phrases on one side of each card:

rabbit	picnic	bandit
hidden	happen	correct
bitten	bottom	atlas
petrol	tablet	plastic
splendid	connect	contact
collect it	an insect	at the dentist
in the attic	in a contest	
- 2 You will also need the game board opposite, a dice and a counter for each player.
- 3 Place the cards in a pile with the words facing down. Place the counters in the tower.
- 4 The first player rolls the dice and moves his counter for the corresponding number of squares. If he lands on a square with instructions he must follow them. If he lands in a square with the word READ he should take a card from the pile and read the word or phrase. If he is correct he can move on one square. If incorrect, he must move back one square. The second player takes his turn and play continues until one player Escapes from the Tower.
- 5 You can make the game longer if you make a dice from a block of wood and write only the numbers 1,2 and 3 on it. You will then have a custom made dice for use in other games in the Dyslexikit series.