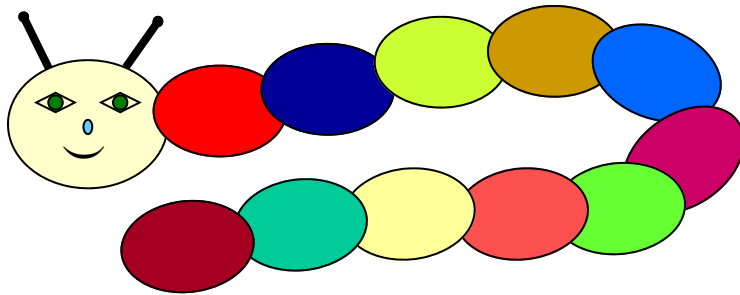


The Spelling Worm!

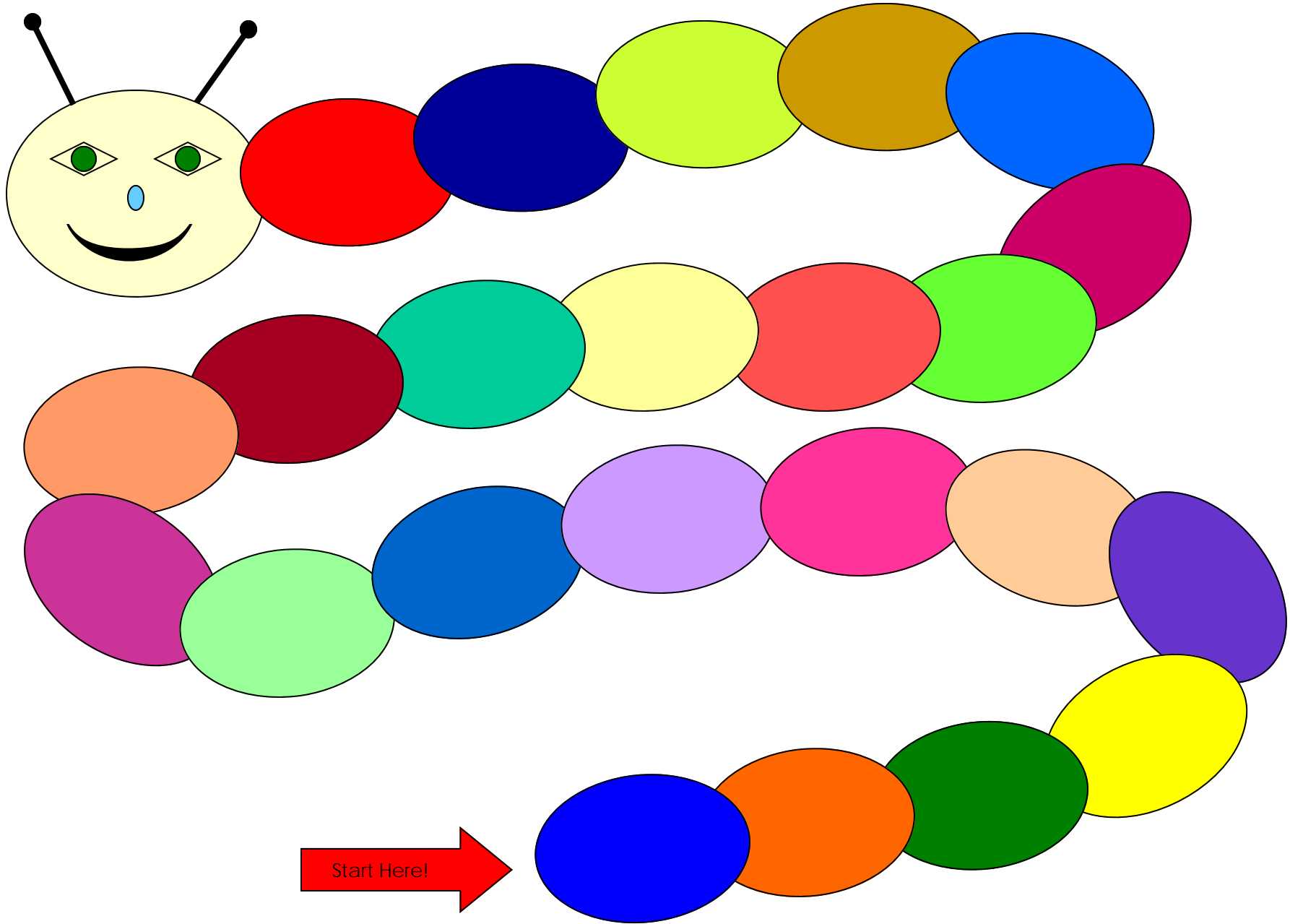


Instructions for Play

Print on cardstock. Cut out all game parts and laminate all pieces for durability.

This game can be played with any spelling list. Parents or older siblings should have the spelling list available. Ask the child to spell a word from the list. One point is automatically scored if the word has been spelled correctly. If the word has been spelled correctly, he will draw a card from the pile. Follow the instructions on the card. The first child to get to the head of the worm wins the game...or, the child who finishes with the highest points wins the game. If playing alone, a child should try to beat his own points from a previous game!

The Spelling Worm!



Move ahead
1 space.

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Go back
1 space.

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You are smart!
Score 2 points!

©2006EducationCreations

Move ahead
2 spaces.

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Go back
3 spaces.

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You are smart!
Score 1 point!

©2006EducationCreations

Move ahead
3 spaces.

©2006EducationCreations

Go back
2 spaces.

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You are smart!
Score 1 point!

©2006EducationCreations

OH NO! You
lose 1 point.

©2006EducationCreations

OH NO! You
lose 2 points.

©2006EducationCreations

You are smart!
Score 1 point!

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Go back
1 space.

©2006EducationCreations

You are smart!
Score 2 points!

©2006EducationCreations

Move ahead
2 spaces.

©2006EducationCreations

Go back
3 spaces.

©2006EducationCreations

You are smart!
Score 1 point!

©2006EducationCreations

Move ahead
3 spaces.

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Go back
2 spaces.

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You are smart!
Score 1 point!

©2006EducationCreations

OH NO! You
lose 1 point.

©2006EducationCreations

OH NO! You
lose 2 points.

©2006EducationCreations

You are smart!
Score 1 point!

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Move ahead
1 space.

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Go back
1 space.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Move ahead
2 spaces.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Go back
2 spaces.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Move ahead
1 space.

©2006EducationCreations

Move ahead
3 spaces.

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WOW! Super
smart! Score 3.

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You are smart!
Score 1 point!

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Move ahead
1 space.

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Take another
turn.

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OH NO! You
lose 1 point!

©2006EducationCreations

Go back 1
space.

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Return to start,
then draw again.

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Just sit where
you are!

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OH NO! You
lose 1 point.

©2006EducationCreations

OH NO! You
lose 1 point.

©2006EducationCreations

You are smart!
Score 2 points!

©2006EducationCreations

Trade places with
person ahead of
you.

©2006EducationCreations

Trade places with
person behind
you.

©2006EducationCreations

You are smart!
Score 1 point!

©2006EducationCreations

Move ahead
1 space.

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Take another
turn.

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OH NO! You
lose 1 point.

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Go back 1
space.

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Jump ahead
4 spaces.

©2006EducationCreations

Just sit where
you are!

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OH NO! You
lose 1 point.

©2006EducationCreations

OH NO! You
lose 1 point.

©2006EducationCreations

You are smart!
Score 2 points!

©2006EducationCreations

Spelling Worm Scorepad

PLAYER:				
GAME 1				
GAME 2				
GAME 3				
GAME 4				
GAME 5				