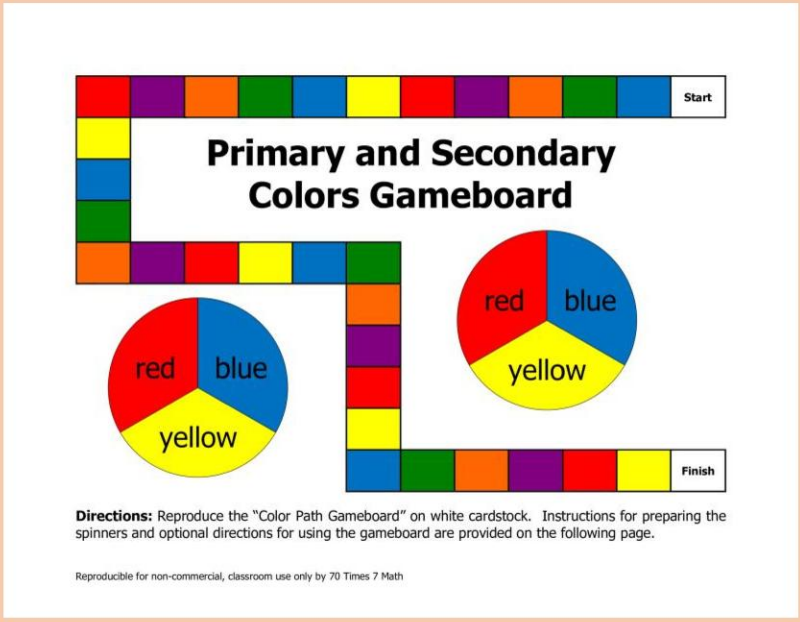
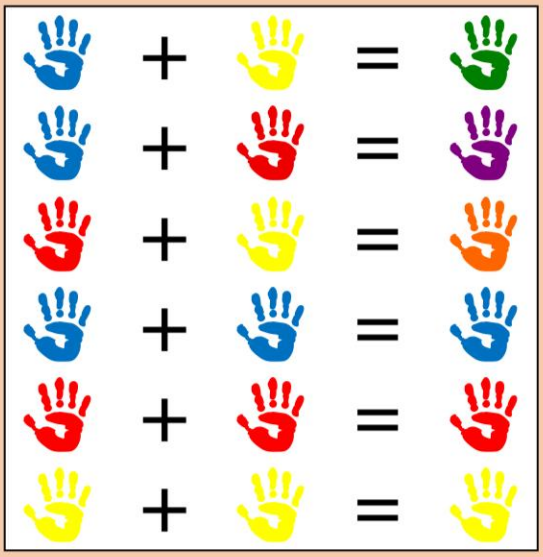
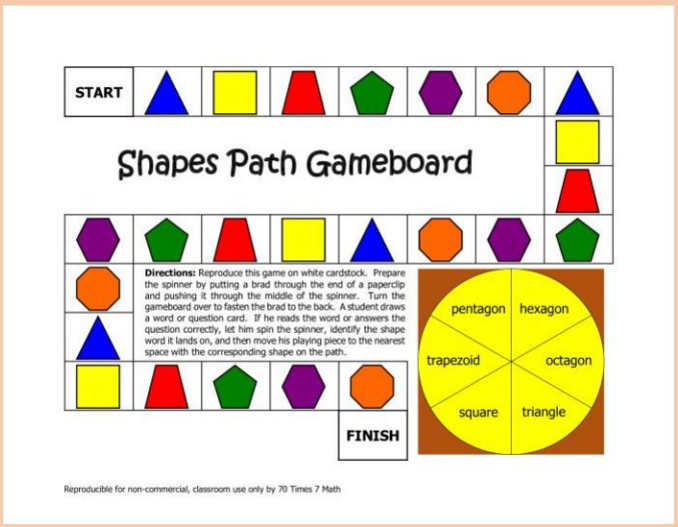
Board Games and More









BOARD GAMES AND MORE

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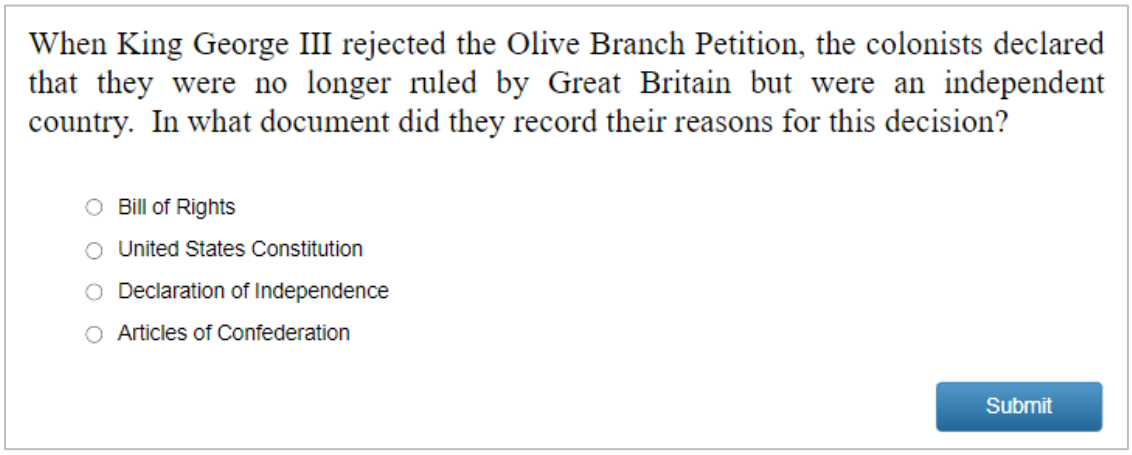
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Using Board Games with Computer-Based Tests

Computer-based tests are available to complement many of the books offered by Habakkuk Educational Materials and 70 Times 7 Math. The tests can be used in correspondence with various board games that have a pathway from start to finish. Students playing the game would answer one of the questions (most of which are multiple choice), and if the computer confirms that the answer is correct, the student could either move forward one space on the board or could roll a die or spin a spinner and move his or her playing piece the corresponding number of spaces on the path.



☺ Good Work Coupon ☺

This coupon entitles _____

to _____.

Expiration date: _____

☺ Good Work Coupon ☺

This coupon entitles _____

to _____.

Expiration date: _____

☺ Good Work Coupon ☺

This coupon entitles _____

to _____.

Expiration date: _____

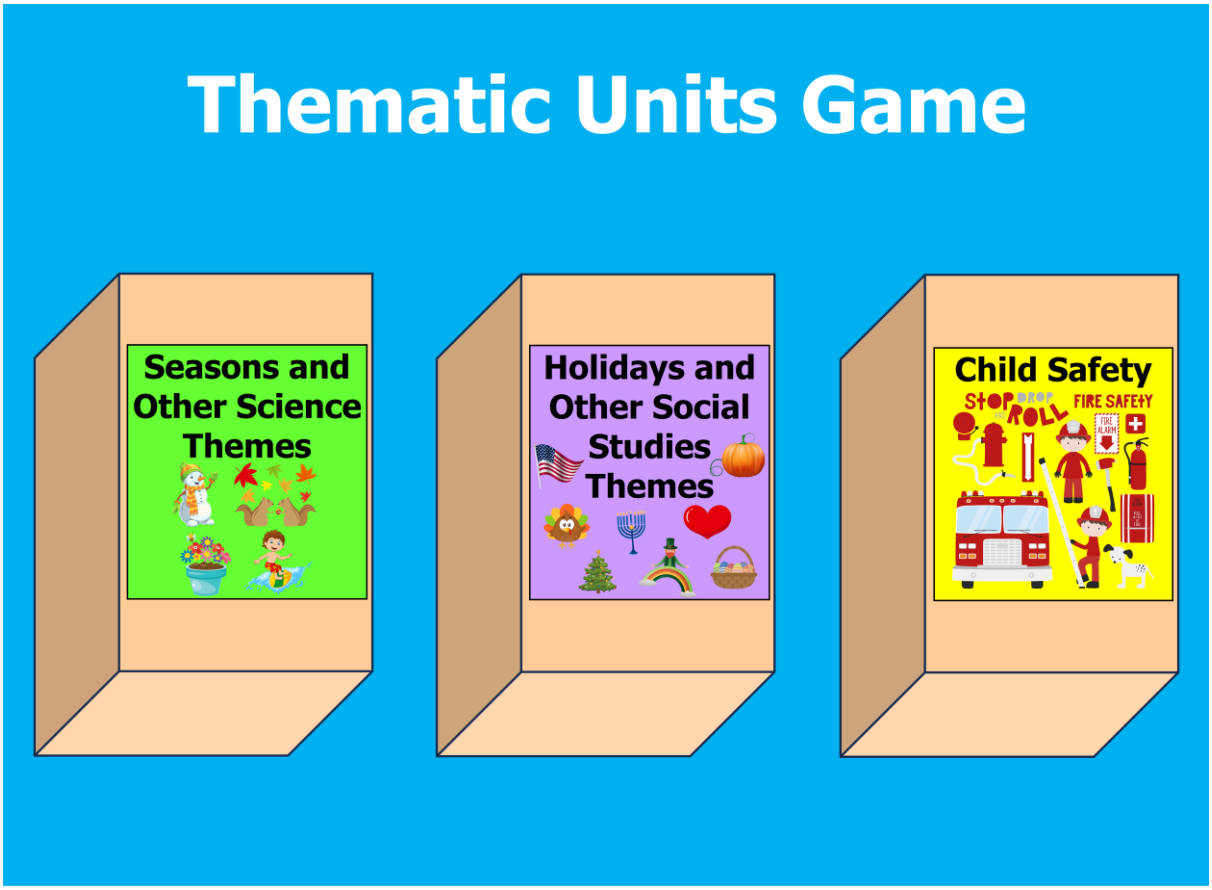
☺ Good Work Coupon ☺

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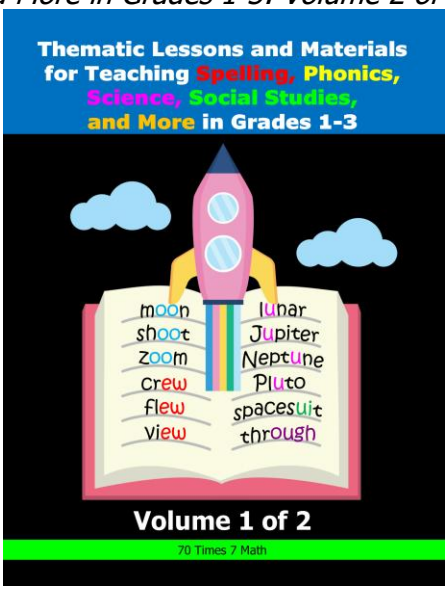
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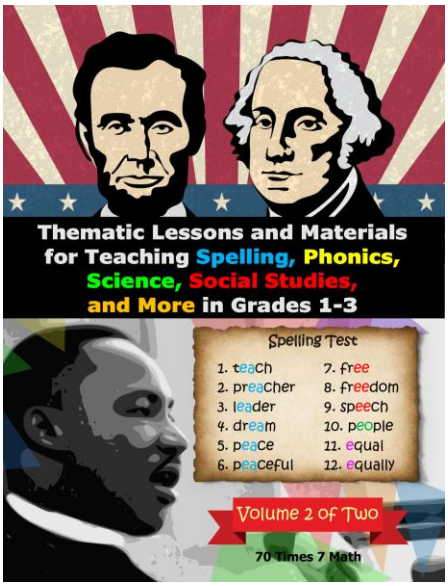
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Instructions for preparing the "Thematic Units Game" and the unit question cards that go with the game are provided in both books listed below.

- *Thematic Lessons and Materials for Teaching Spelling, Phonics, Science, Social Studies, and More in Grades 1-3: Volume 1 of 2*
- *Thematic Lessons and Materials for Teaching Spelling, Phonics, Science, Social Studies, and More in Grades 1-3: Volume 2 of Two*





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Thematic Units Game

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Seasons and Other Science Themes



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Holidays and Other Social Studies Themes









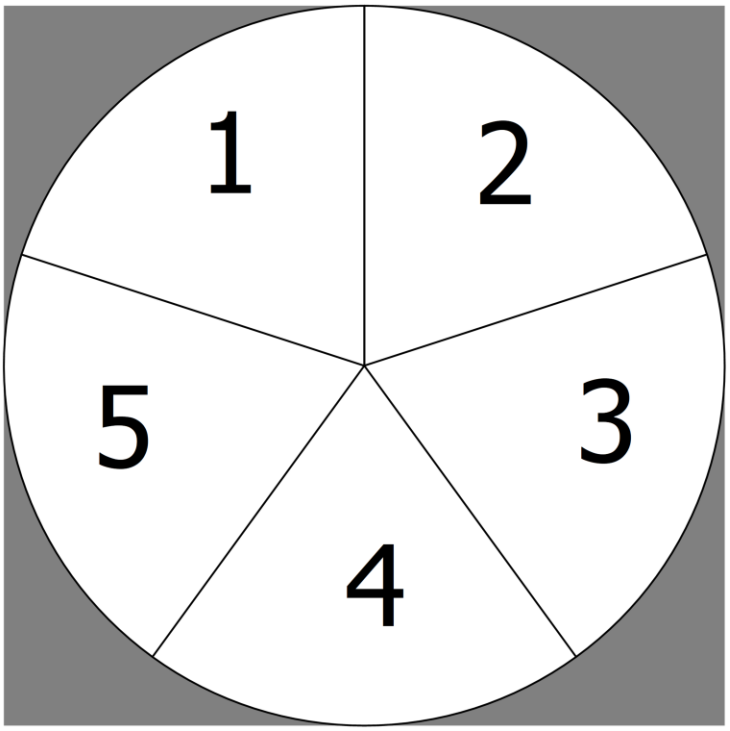

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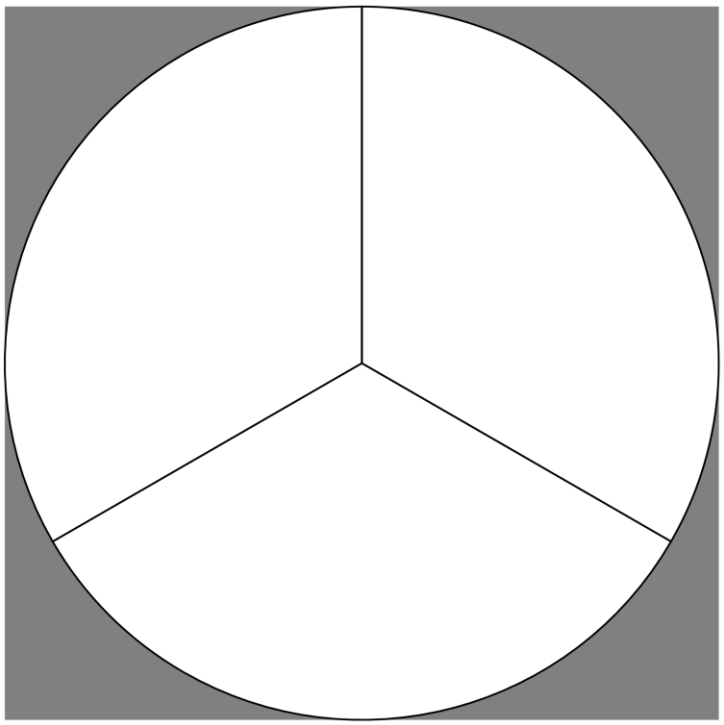
Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

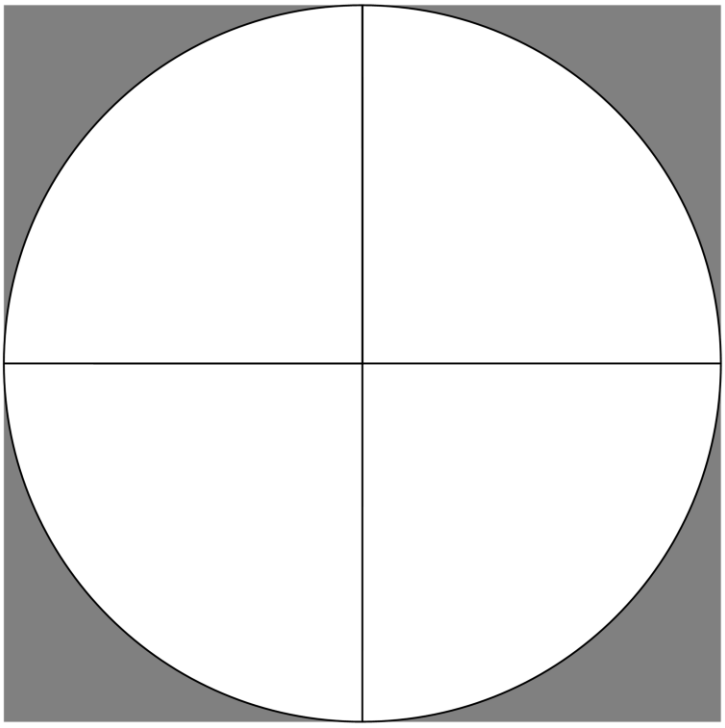




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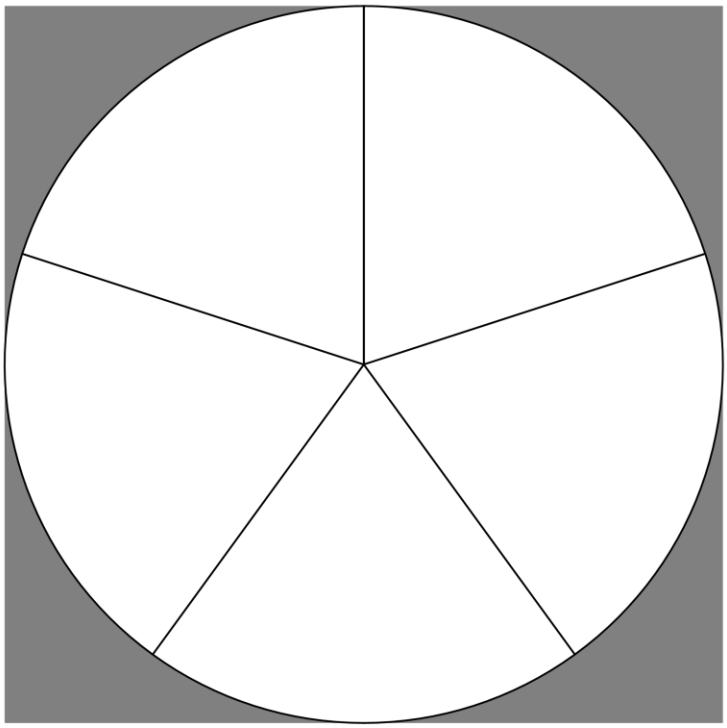
Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

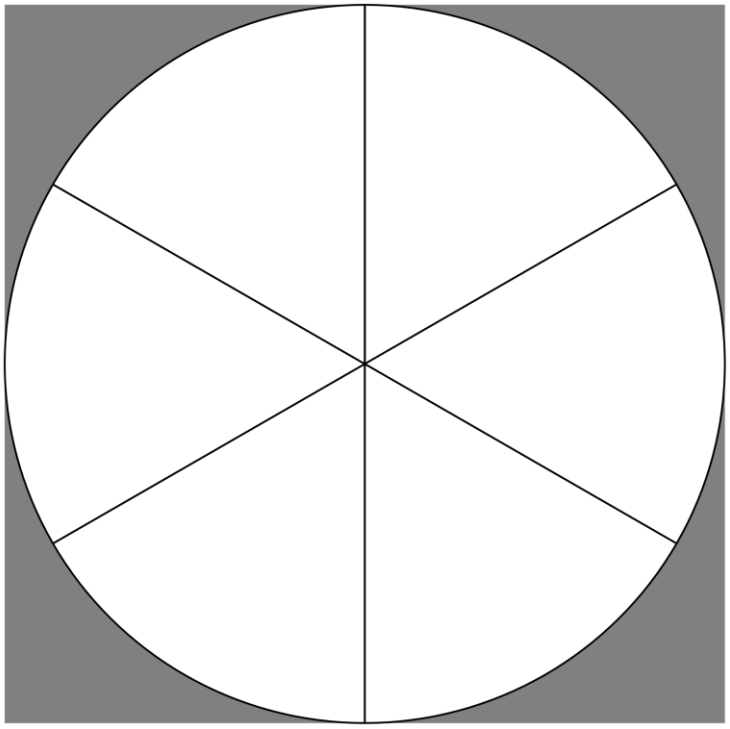




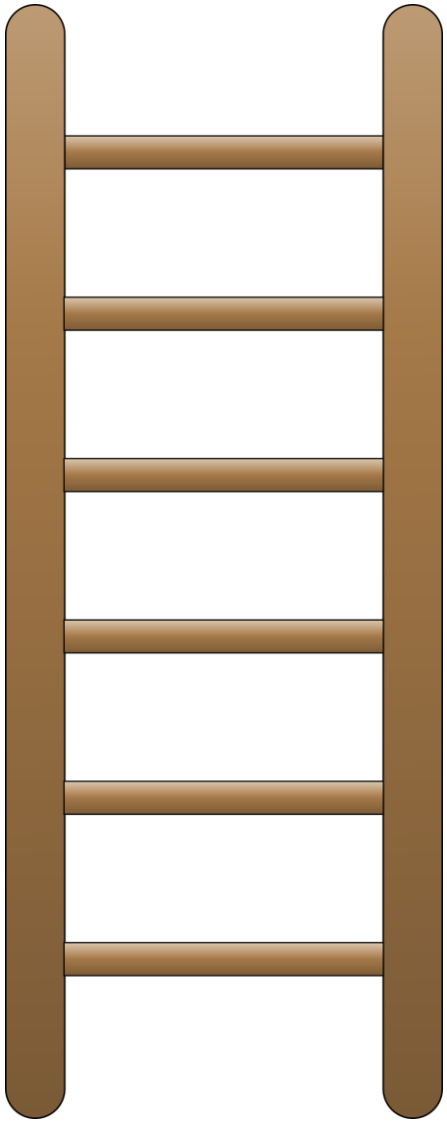
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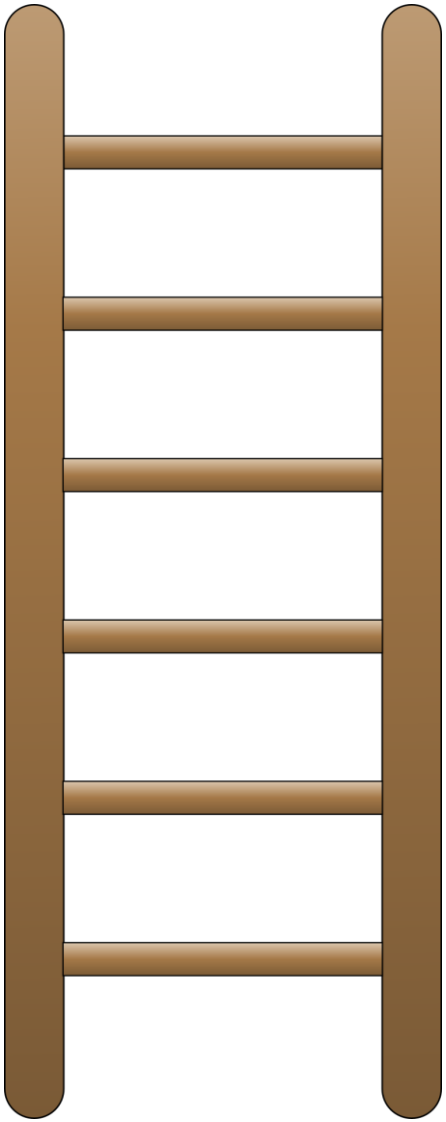
Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock and cut apart. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.





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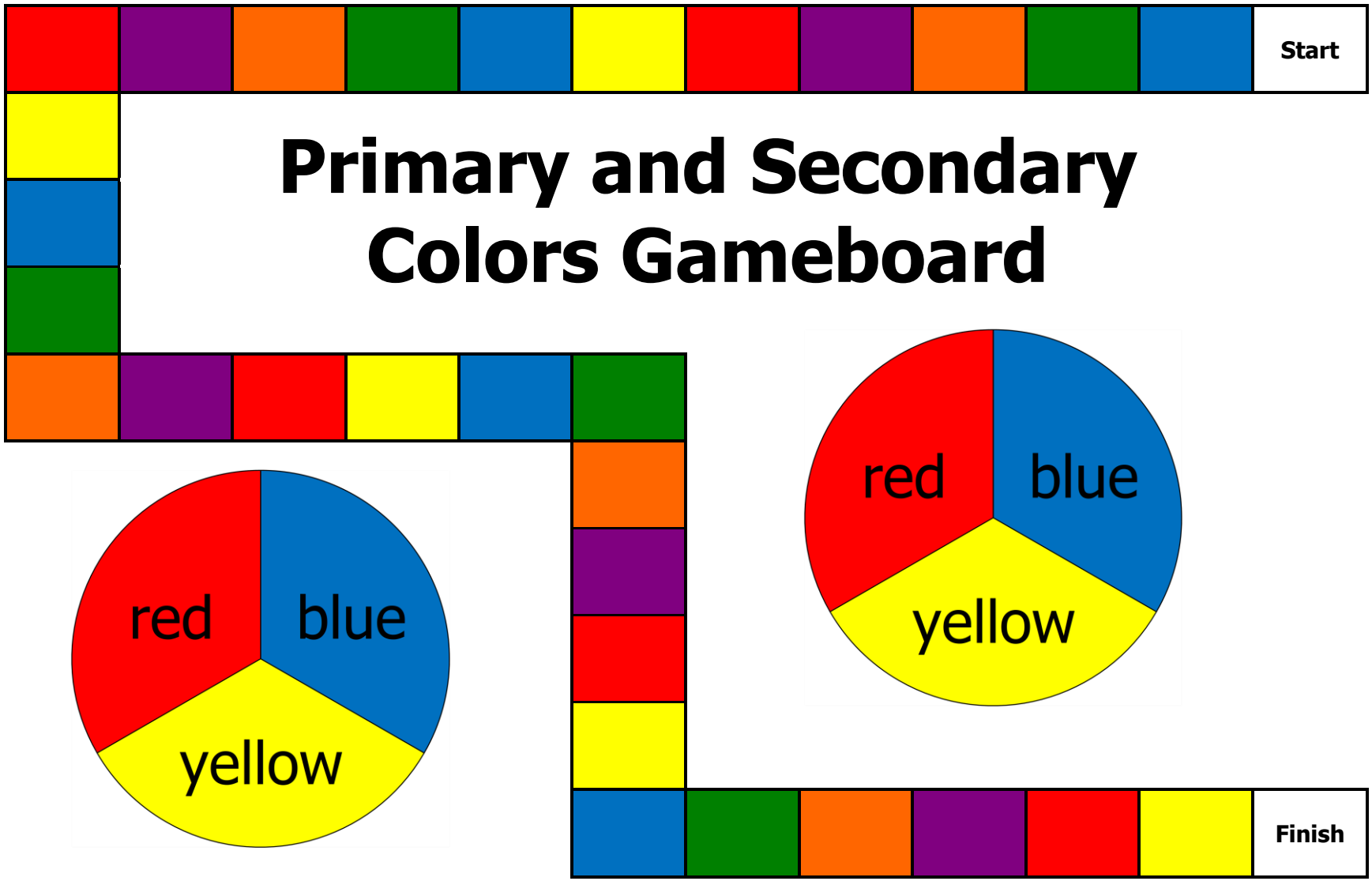


Jacob's Ladder Game: Move your playing piece up one step for each correct answer or back one space for each incorrect response. The first team or player to reach the top of the ladder is the winner.

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Tic-Tac-Toe

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Directions: Reproduce the "Color Path Gameboard" on white cardstock. Instructions for preparing the spinners and optional directions for using the gameboard are provided on the following page.

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Instructions for preparing the spinners: To prepare the spinners, you will need brads and large paperclips. Reproduce the spinners on cardstock. Put a brad through the end of a paperclip and push it through the middle of the spinner. Turn the spinner over to fasten the brad to the back. Students will spin the paperclips.

Option 1 (Matching Colors): Purchase a color cube with the colors blue, red, yellow, green, purple, and orange. A student draws a word or question card. If he reads the word or answers the question correctly, let him roll the color cube and move his playing piece to the nearest space with that color on the path.

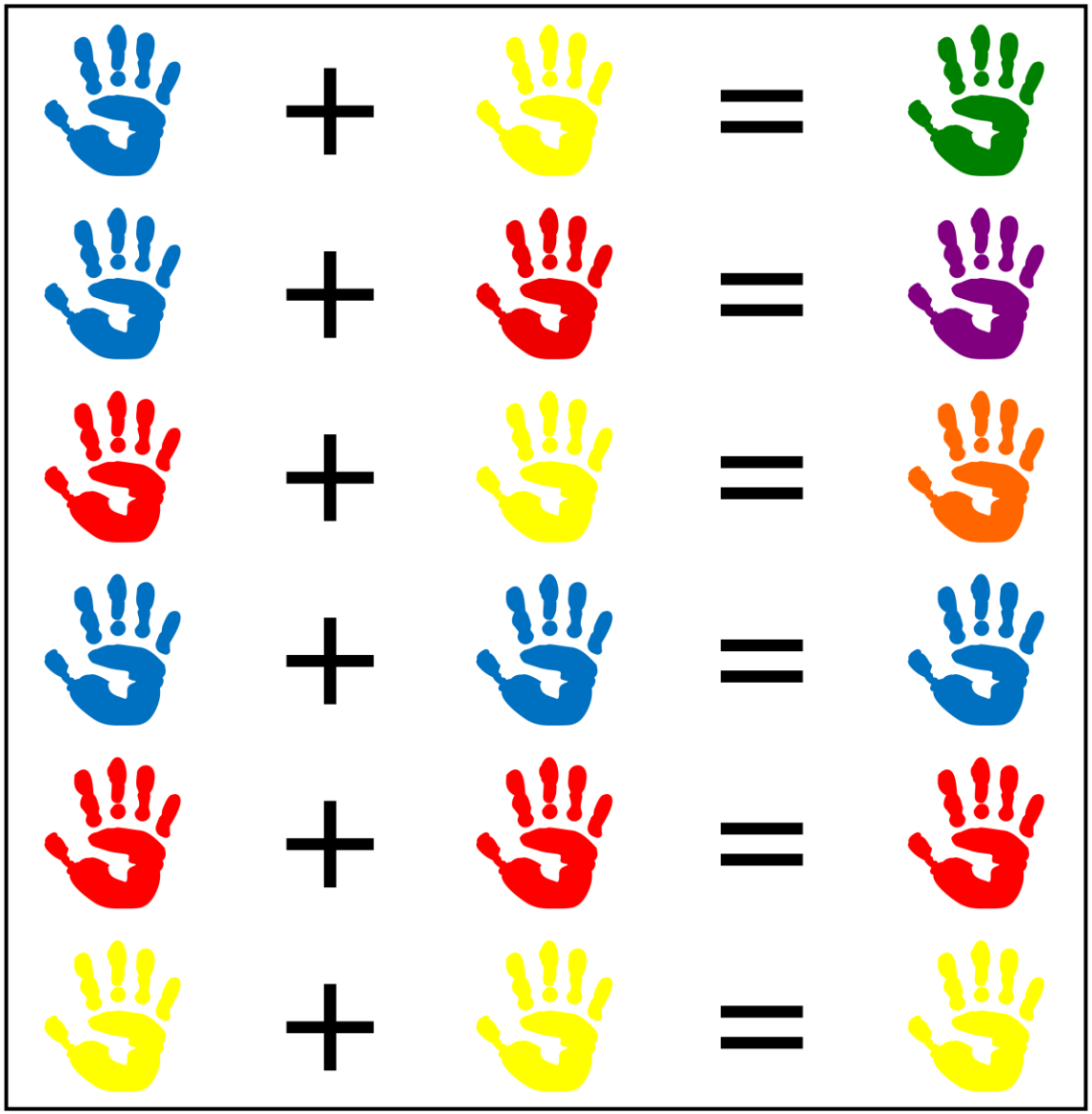
If you are working with a large group of students, you may want to divide them into teams and let them receive help from their team members when necessary.) A card that has been answered incorrectly can be returned to the stack after the teacher has specified the correct answer.

Option 2 (Matching Color Words with Colors): A reproducible spinner having the color names is available on the following page. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin the spinner, identify the color word that the spinner lands on, and then move his team's playing piece to the nearest space with that color on the path.

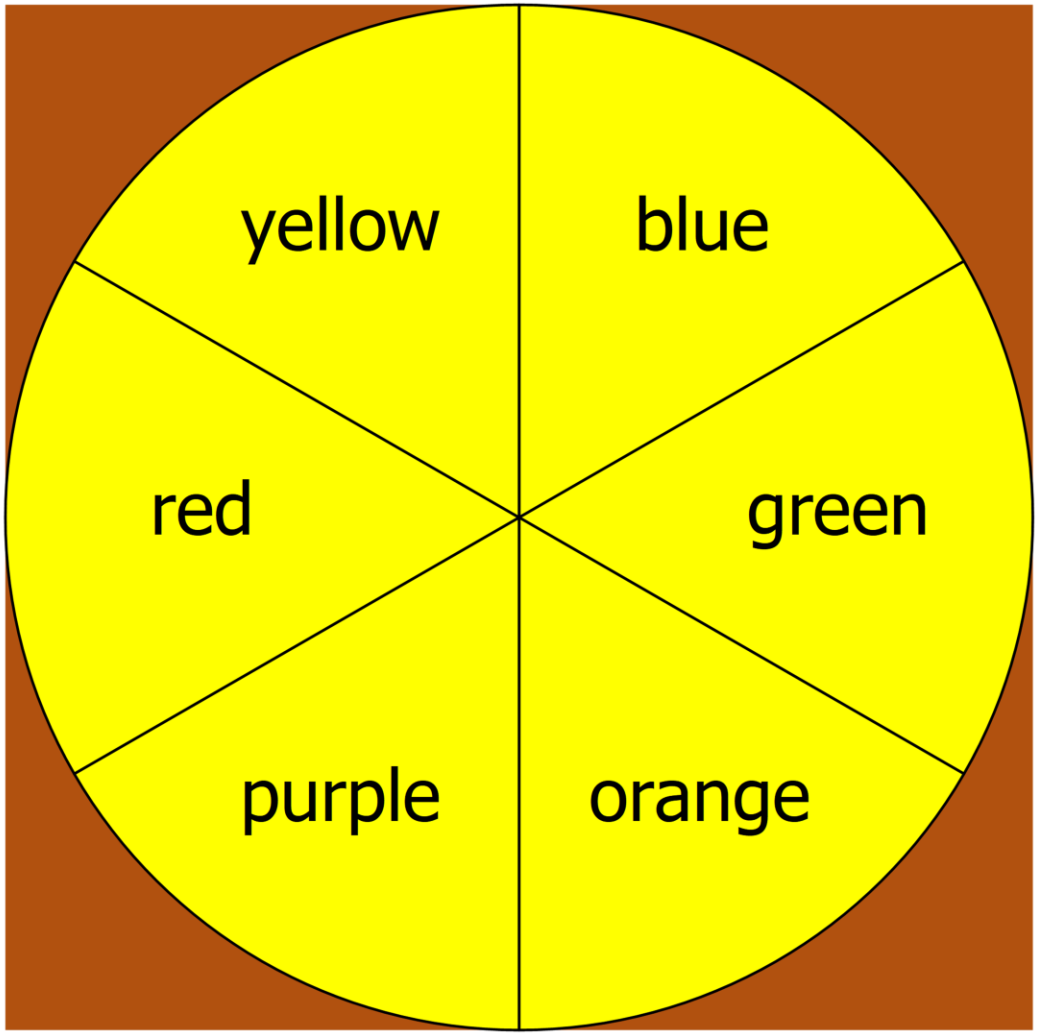
Option 3 (Primary and Secondary Colors): The colors on the path are the primary and secondary colors. A student draws a word or question card. If he reads the word or answers the question correctly, let him spin both spinners with the primary colors (red, blue, and yellow). If one spinner lands on blue and the other spinner lands on yellow, the child moves his team's playing piece to the nearest green space because blue and yellow make green. See the complete guidelines below and reproduce the guide on the following page if needed.

- **blue + yellow:** Move to the nearest green space.
- **blue + red:** Move to the nearest purple space.
- **red + yellow:** Move to the nearest orange space.
- **blue + blue:** Move to the nearest blue space.
- **red + red:** Move to the nearest red space.
- **yellow + yellow:** Move to the nearest yellow space.

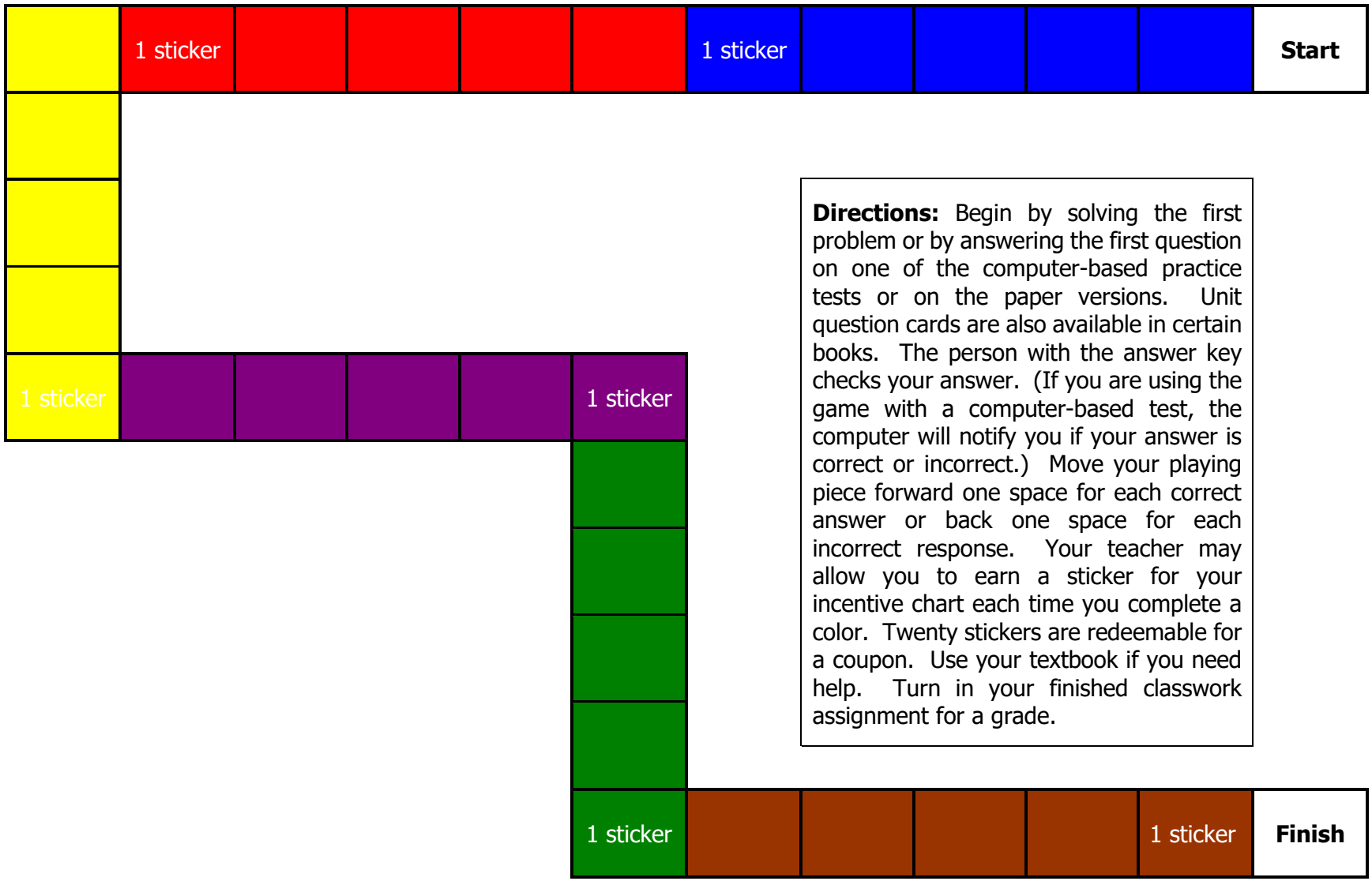
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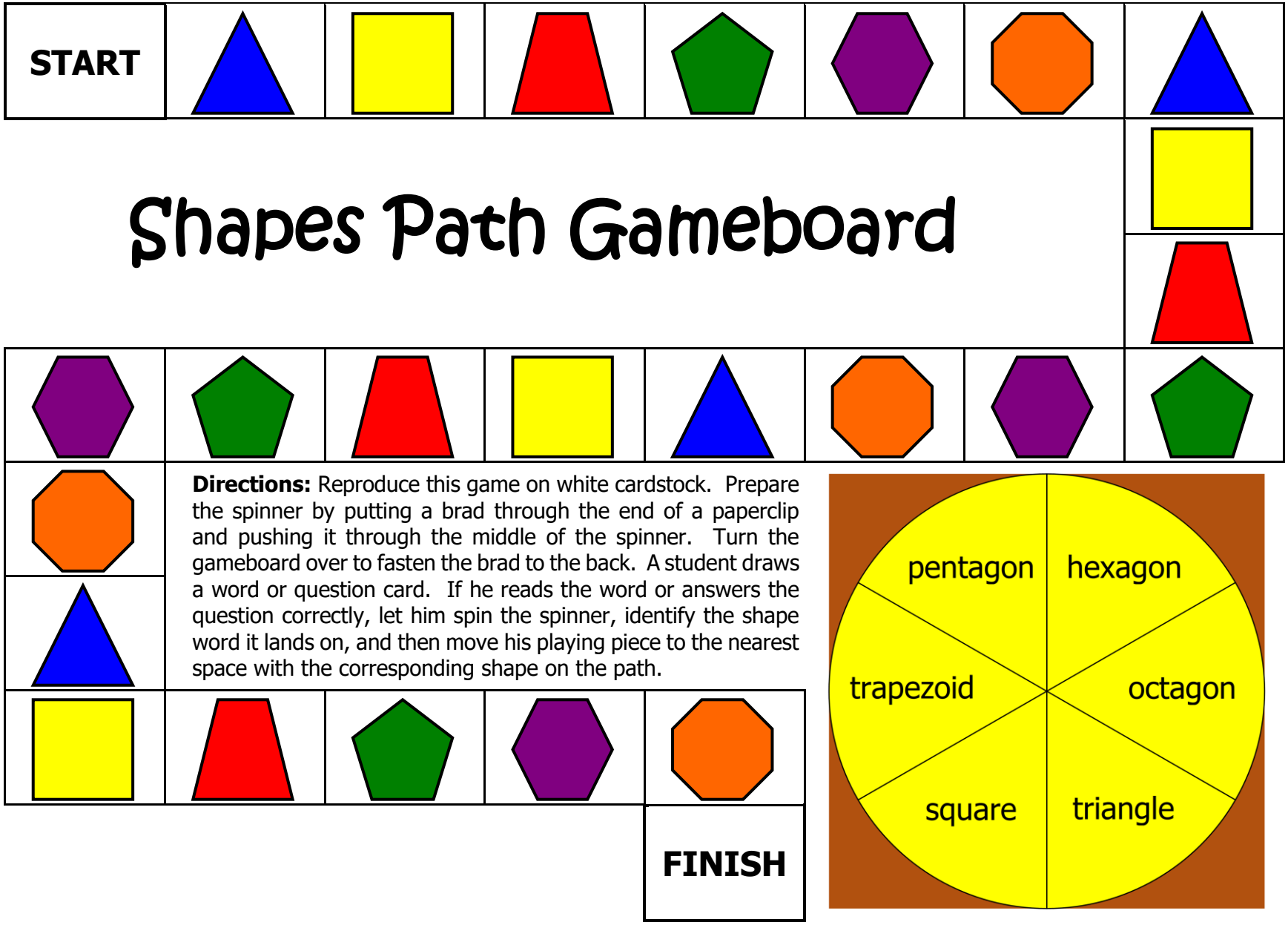
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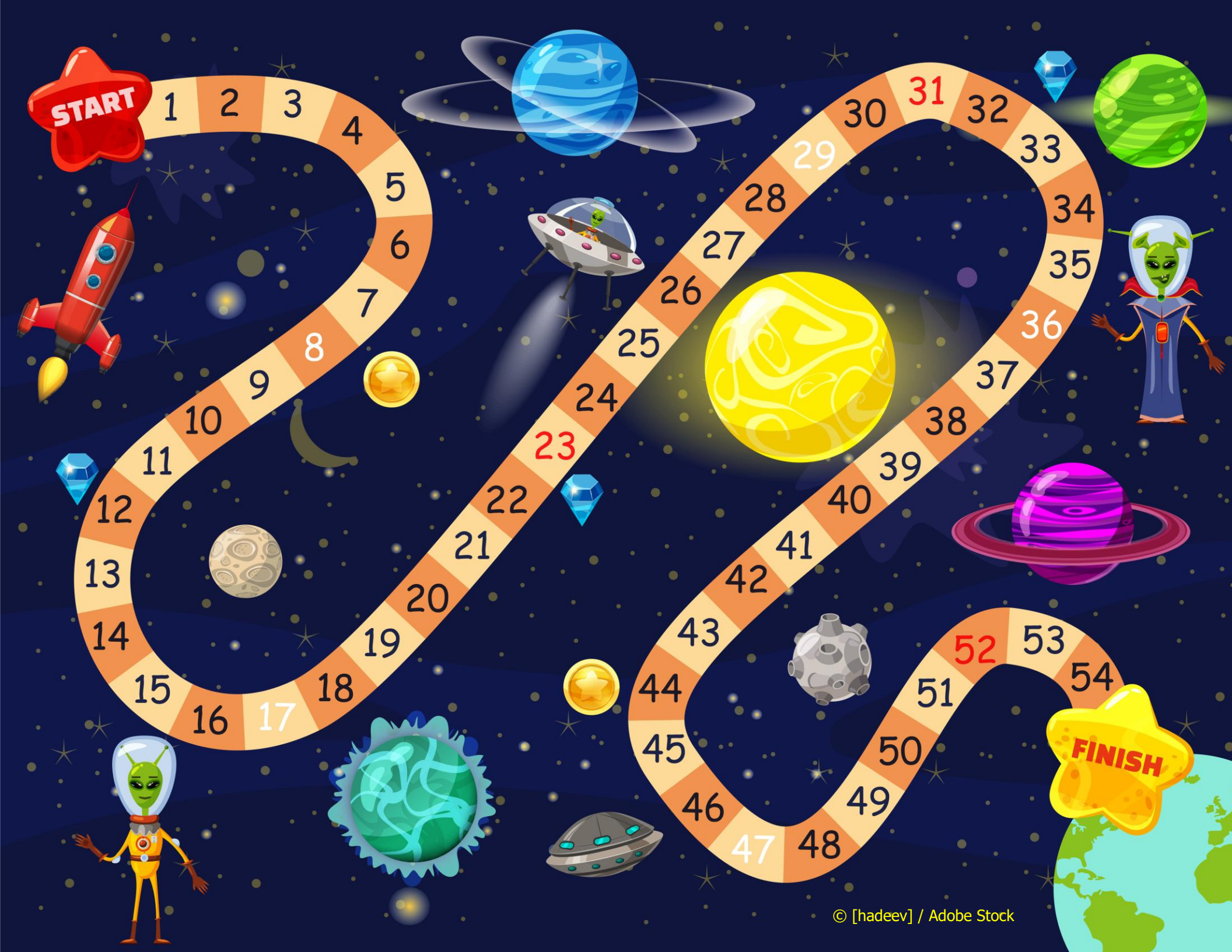
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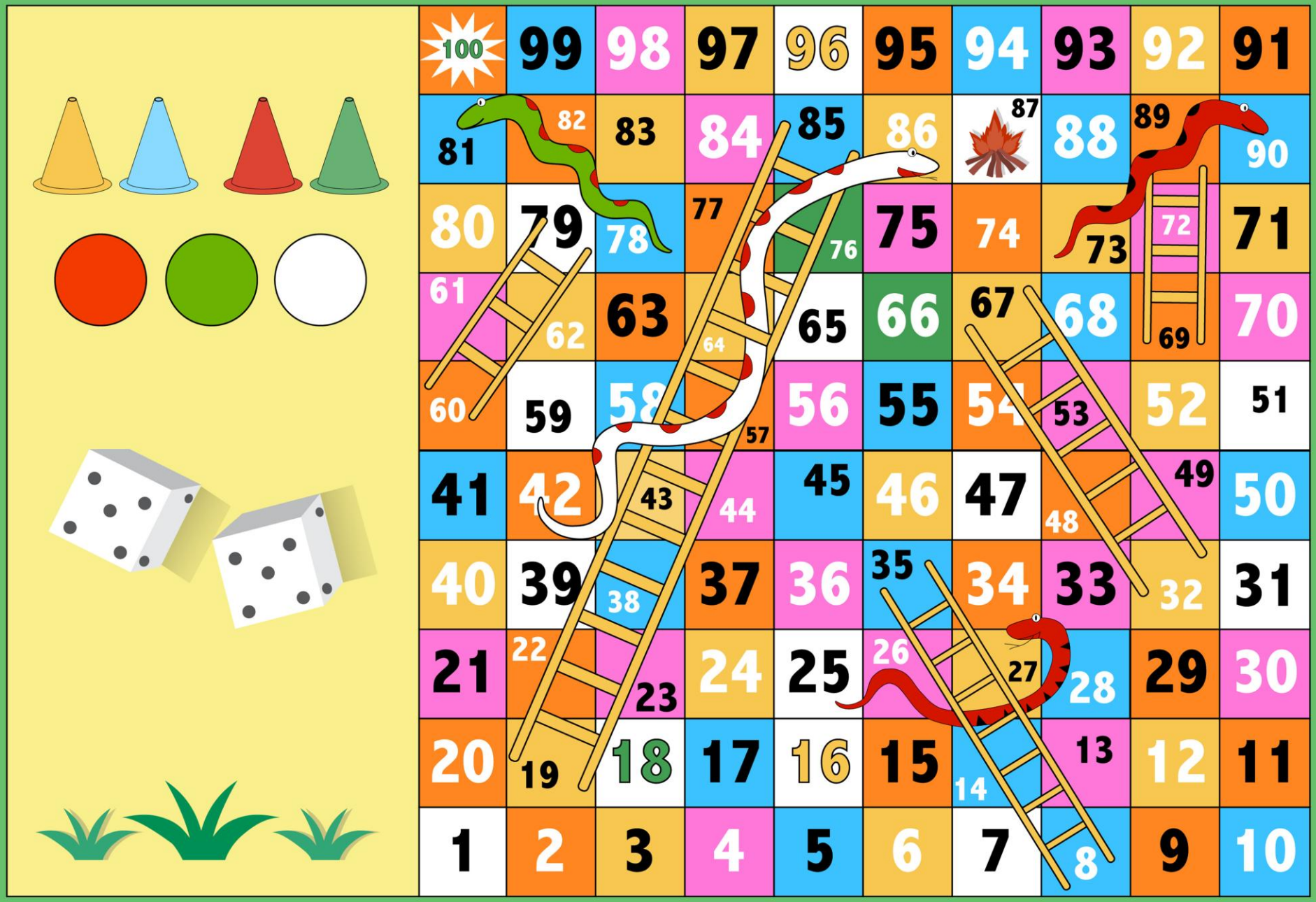


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SNAKES AND LADDERS GAME



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