

# Wizard's Lost Wand



## Materials Needed:

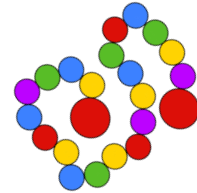
4 player pieces  
1 number cube (1-6)  
Game Board

## Directions for Game Play:

# start

Students use a plastic game piece, token, counter, or chip in up to 4 different colors as their playing piece. Begin at the word START.

Roll the number cube (die) to determine how many spaces to advance on the game board.



Students must read the w sight word in order to remain on their space. If they can not read the word, they move back to their spot prior to the roll. (EX. The student rolls a 2, they advance 2 spaces, and try to read the word. If they are correct, they stay on the new spot. If they are incorrect, they move back the 2 spaces to their spot prior to the roll.)

## Watch out for these!



Take a ride on a shooting star. Move ahead 3.



Lose your hat. Lose a turn while you look for it.

# finish



The first player to make it across the finish line, wins the game!

