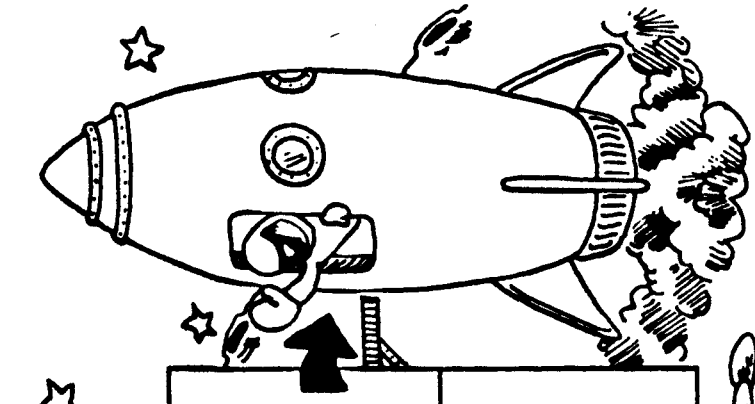
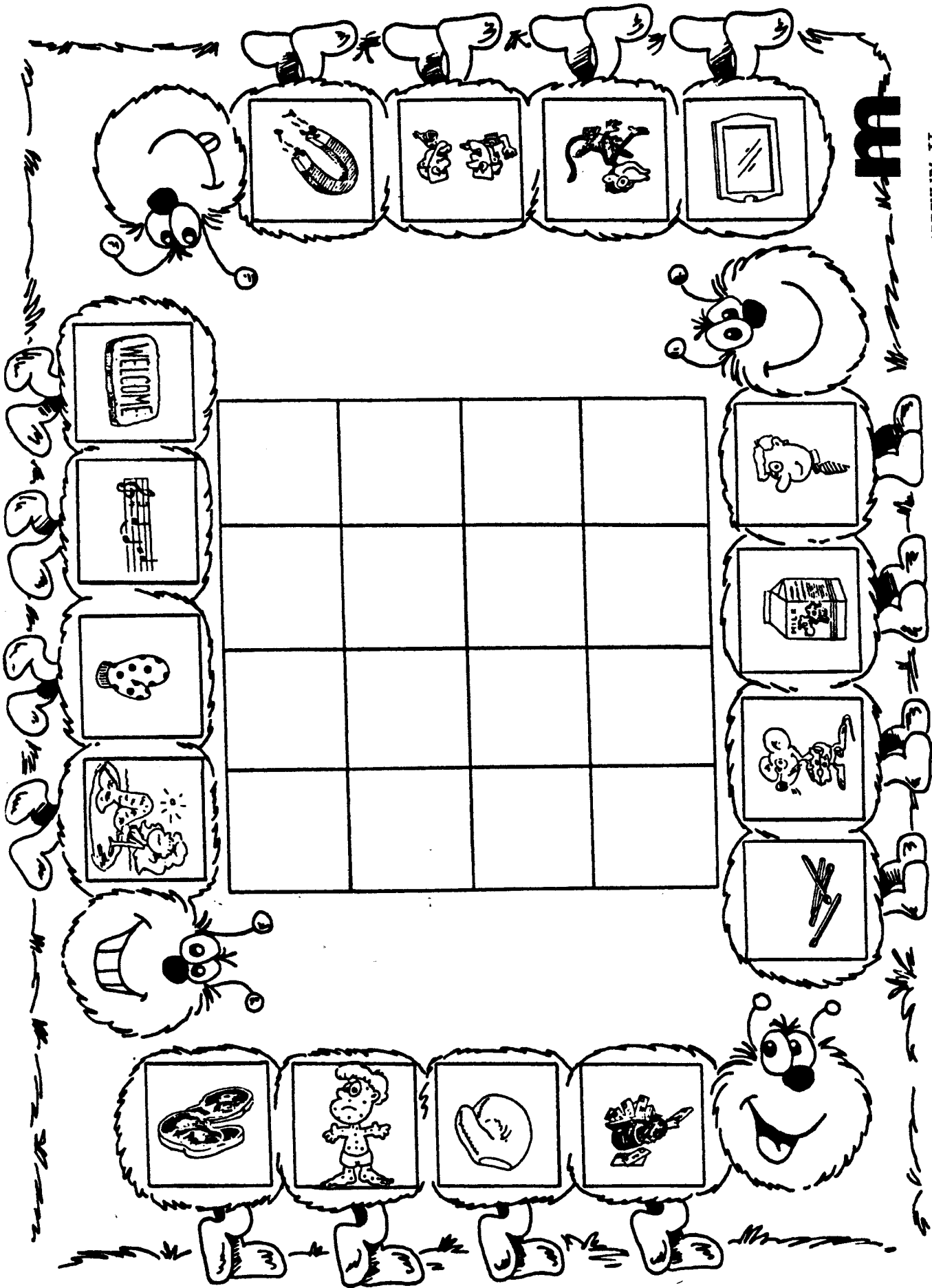
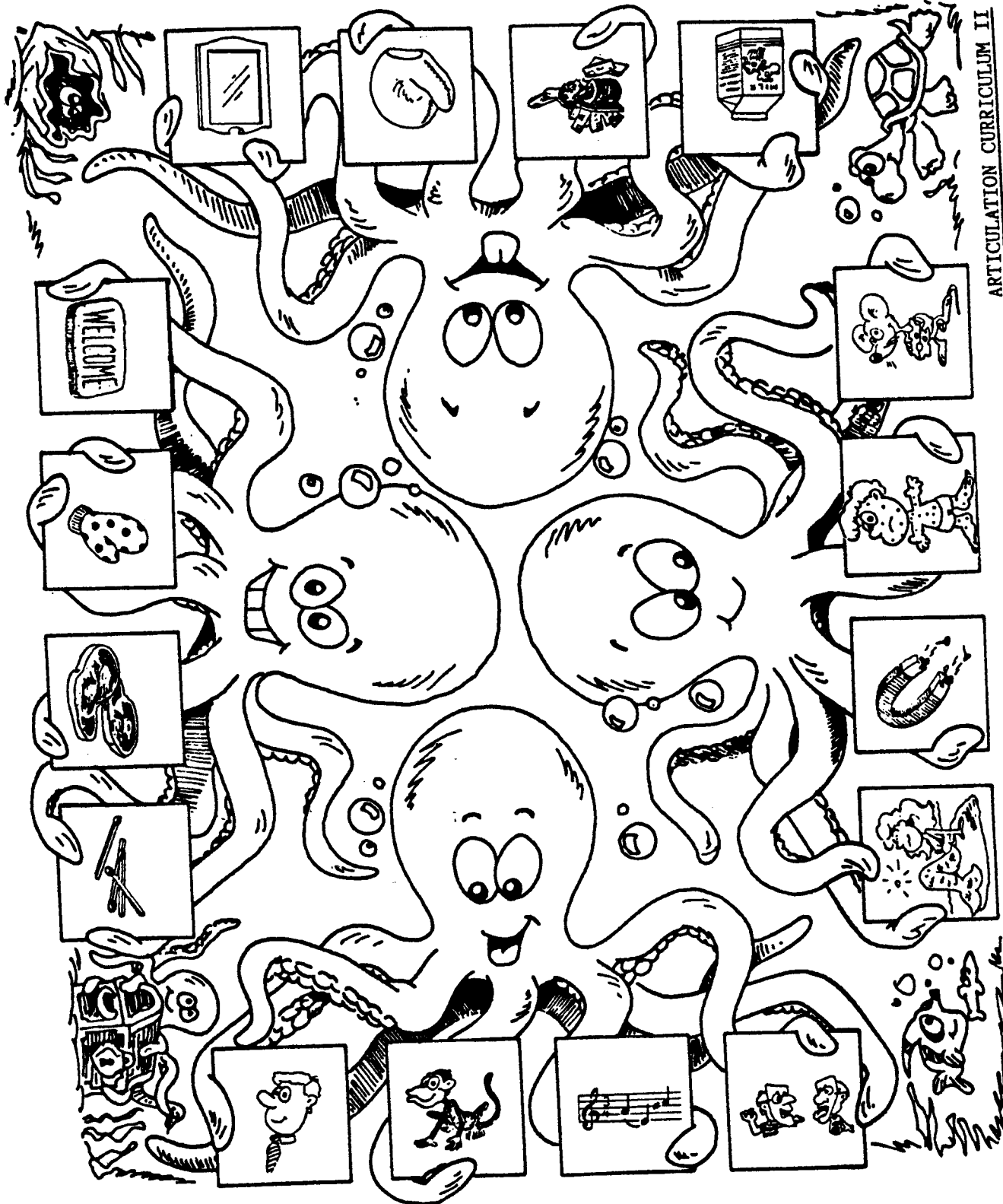


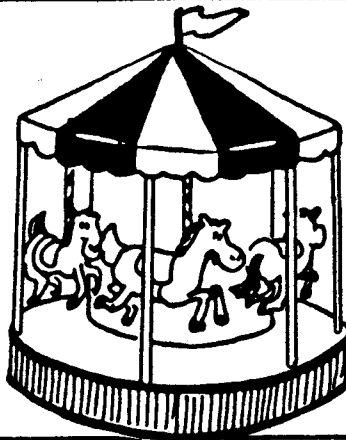
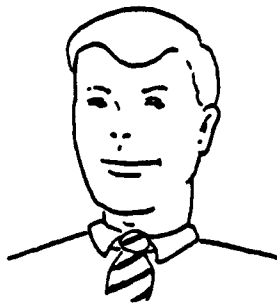
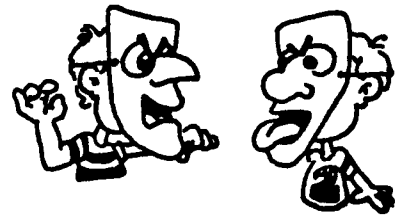
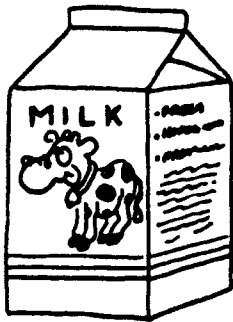
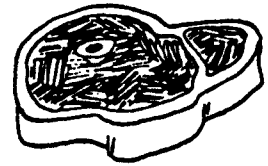
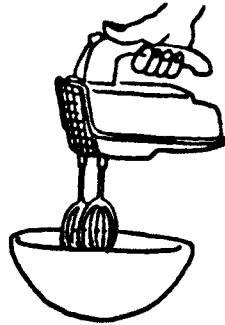
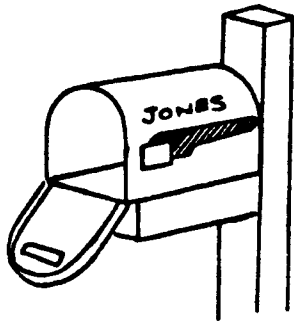
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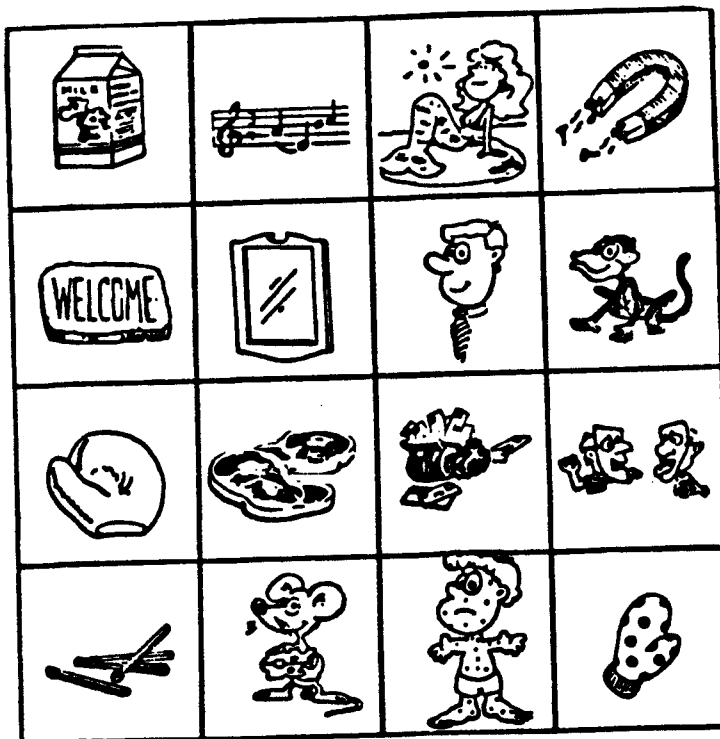




DIRECTIONS FOR PLAYING GAMES WITH SOUND m

SPACESHIP FLIGHT All players begin at Start. A spinner or die is used to determine the number of spaces to be moved. Players name or describe each picture as they pass or occupy the spaces. The player who reaches the spaceship first is declared the winner. Play continues until all players reach the spaceship.

SPEECH BOOKWORM The pictures on the right are used with this game. Before cutting apart, either mount them on construction paper or color the back sides with a dark crayon to prevent the pictures from showing through the paper. Lay them face down on the table. The object of the game is for each player to locate all four pictures that match the four pictures on his/her bookworm. Taking turns, each player turns over one picture, naming or describing it. If the picture matches one on his/her bookworm, it is placed on top of that picture, and play passes to the left. If it does not match one on the bookworm, the picture is turned face down again, and play passes to the left. Play continues until all the pictures are covered.



UNDERWATER OCTOPUS The pictures on the right are used with this game. Before cutting apart, mount the pictures on construction paper or color the back sides with a dark crayon to prevent the pictures from showing through the paper. The object of the game is for each player to locate pictures that match the pictures on his/her octopus. Deal out two pictures, face down, per player. Place the remaining pictures in a stack on the table. Taking turns, each player may ask any other player for one of the pictures on his/her octopus. If that player has the picture, it must be given to the player who asked for it, who then places it on top of the matching picture. Play then passes to the left. If the other player does not have the picture, the player who asked for it draws a picture from the pile, and play passes to the left. Play continues until all pictures are covered. If a player runs out of pictures, one may be drawn from the top of the pile.

MATCH PAIRS Two copies of each picture are needed for this game. The object of the game is to match all alike pictures in pairs. Cut the pictures apart and either mount them on tagboard or color the back sides to prevent the pictures from showing through the paper. Shuffle and deal three pictures to each player. Put the remaining pictures face down on the table. Players lay down any matching pairs in their hands. The first player asks any other player for a specific picture needed to make a pair by naming or describing the picture. If that player has the picture, it must be given to the player who asked for it and play passes to the left. If the other player does not have the picture, the player who asked for it draws a picture from the pile. Play then passes to the left and continues this way until all the pictures are matched into pairs. If a player runs out of pictures before all the pairs are matched, one may be drawn from the pile.