

Rules:

•Partner or group game

•Students write one word in each top blank.

- •Students roll dice to race to the bottom to see which word wins!
- With each roll, they write the same word down the row.

•For example, if I roll a 4, I will rewrite the word at the top of the 4 row.

^{1.} happy	^{2.} make	з. rabbit	^{4.} hole	^{5.} beautiful	^{6.} with
happy		rabbit	hole		
			hole		

•When a student reaches the end of the row, they yell out "Blast off!"



1.	2.	3.	4.	5.	6.
1					
	†	[
Blast off!					

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