

**Materials:**

- Roll and Rhyme Mats
- Two Dry Erase Cubes
- Rhyming Pictures
- Manipulatives (10 per child)

## Roll and Rhyme to Win!

**Preparation:** Each child will need a “Roll and Rhyme to Win” mat and 10 manipulatives. (Use buttons, unifix cubes, rocks etc.) Cut out 6 different rhyming pictures and tape them on one side of the cube. Then cut out six pictures that rhyme with those and place them on the other cube. Give each child 10 manipulatives.

**Directions: The goal of this game is to fill up the squares on your mat first, by rolling two pictures that rhyme.** Choose which child will go first. The first player will roll the two dice and name the two pictures that land face up on the dice. They will then say whether or not the pictures rhyme. If they do rhyme, the player will place one of their manipulatives in the first square on the bottom left side of their mat, then pass the cubes to the next player to get a turn. If the two pictures did not rhyme they will not add a manipulative and their turn will get skipped. This process will continue until one player fills up all their squares and reaches the ribbon at the end of the mat.

**GA Kindergarten Standard(s):**

ELAGSEKRF2b.

**GA Pre-K GELDS and WSO indicator(s):**

CLL6.4b / C2

**Teacher Tips:**

- Play this game during small group.
- Laminate the mats for durability
- Have children use dry erase markers to mark the squares instead of using manipulatives.
- Leave off a picture on one or both of the cubes and allow children to choose a rhyme!

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**GRAPHICS CREDITS**

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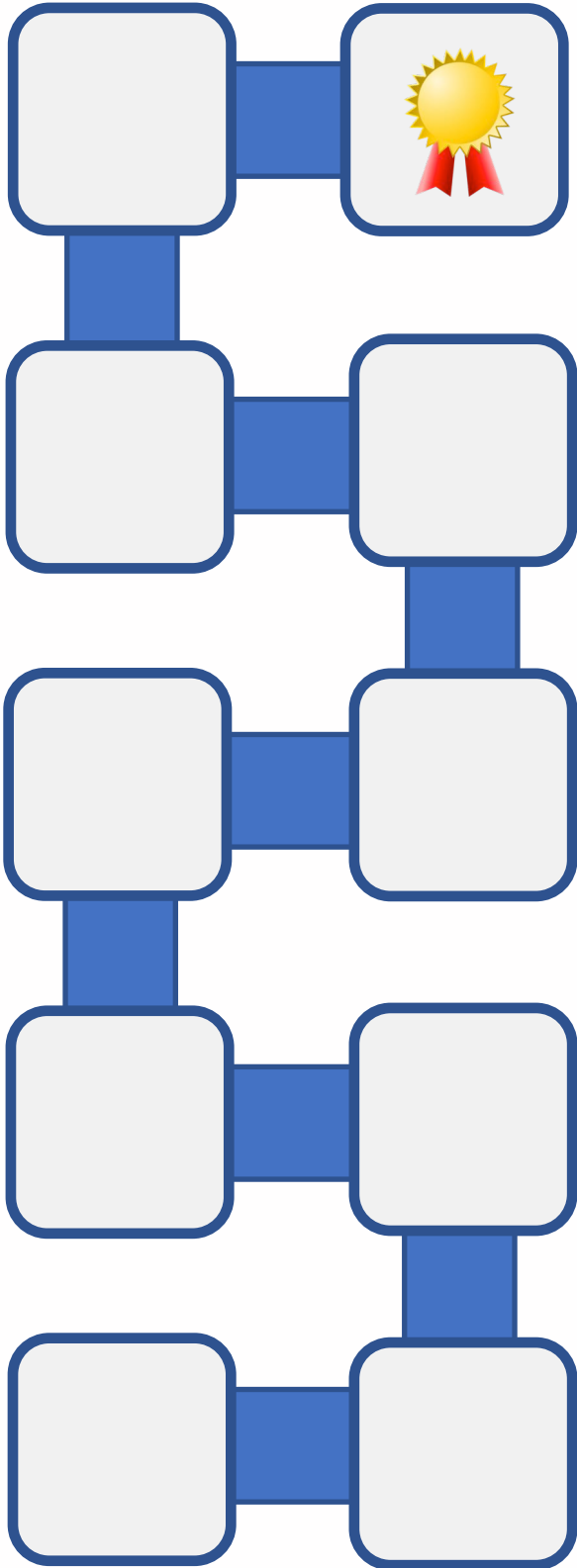
# Cube 1



# Cube 2



# ROLL and Rhyme to Win!



# ROLL and Rhyme to Win!

