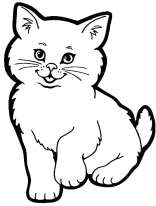



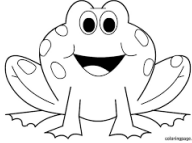
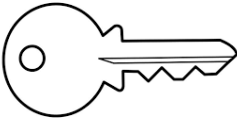

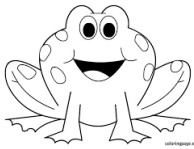
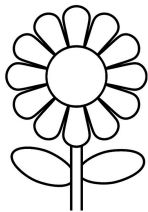
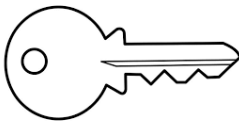

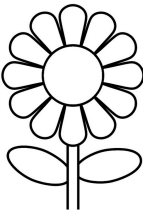

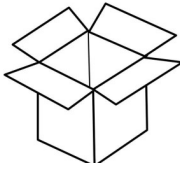
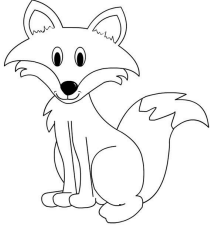


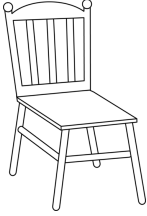
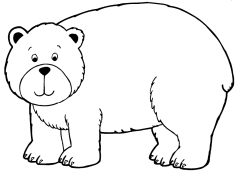

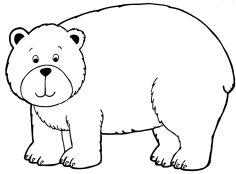
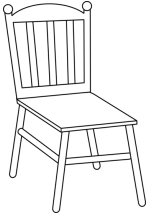
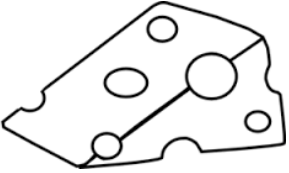
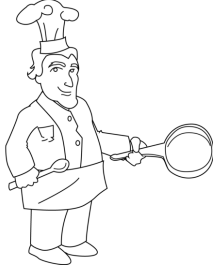
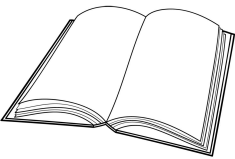

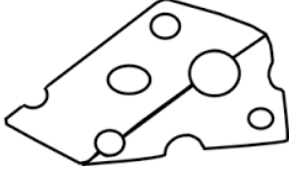

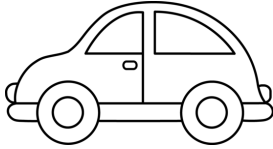



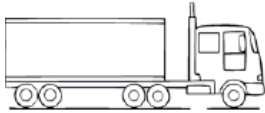
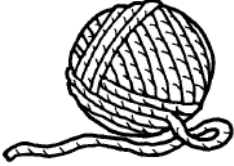



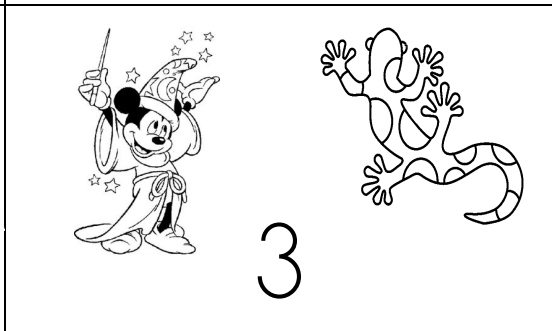
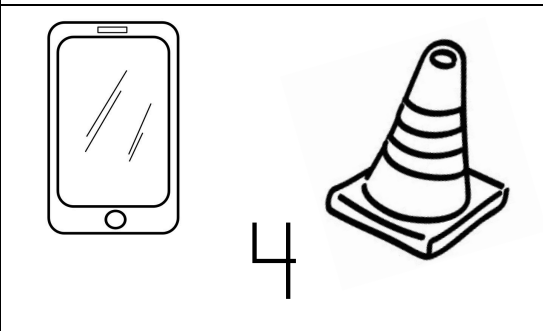
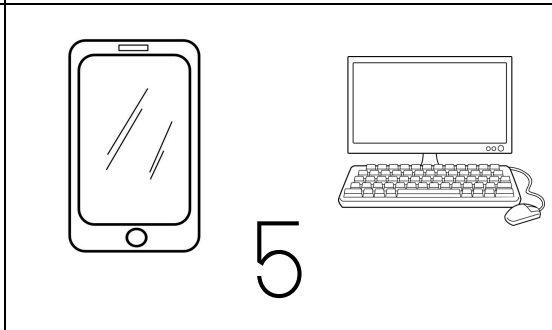
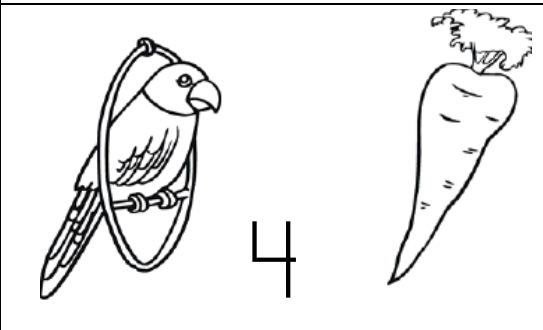
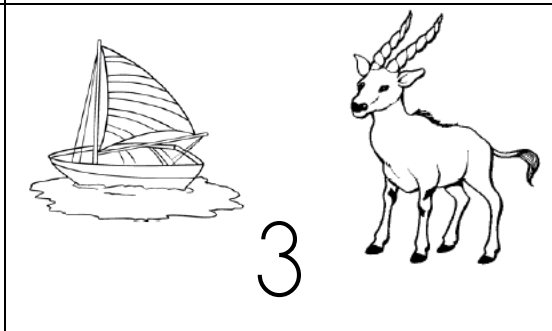
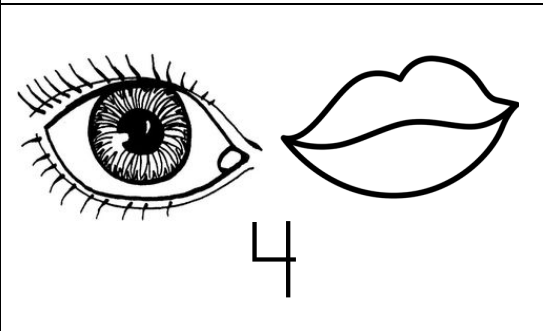
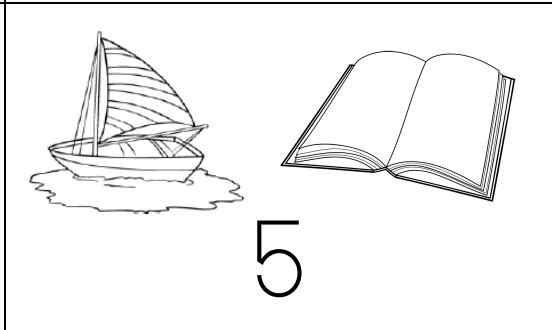
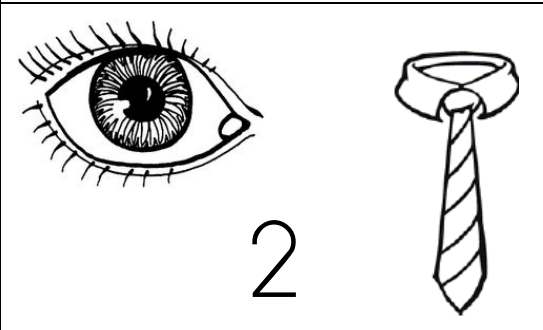
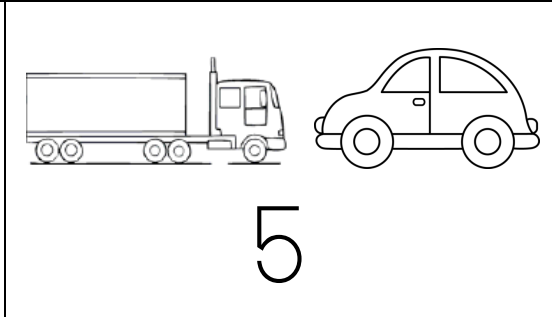
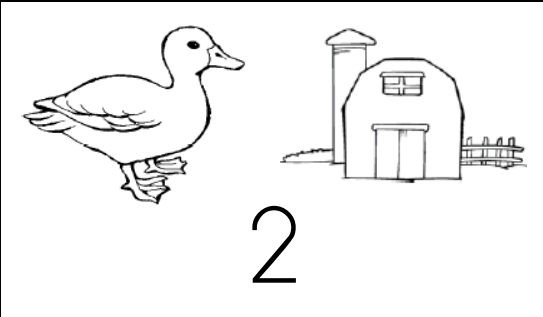


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| <br><br><p>4</p>   | <br><br><p>3</p>   |
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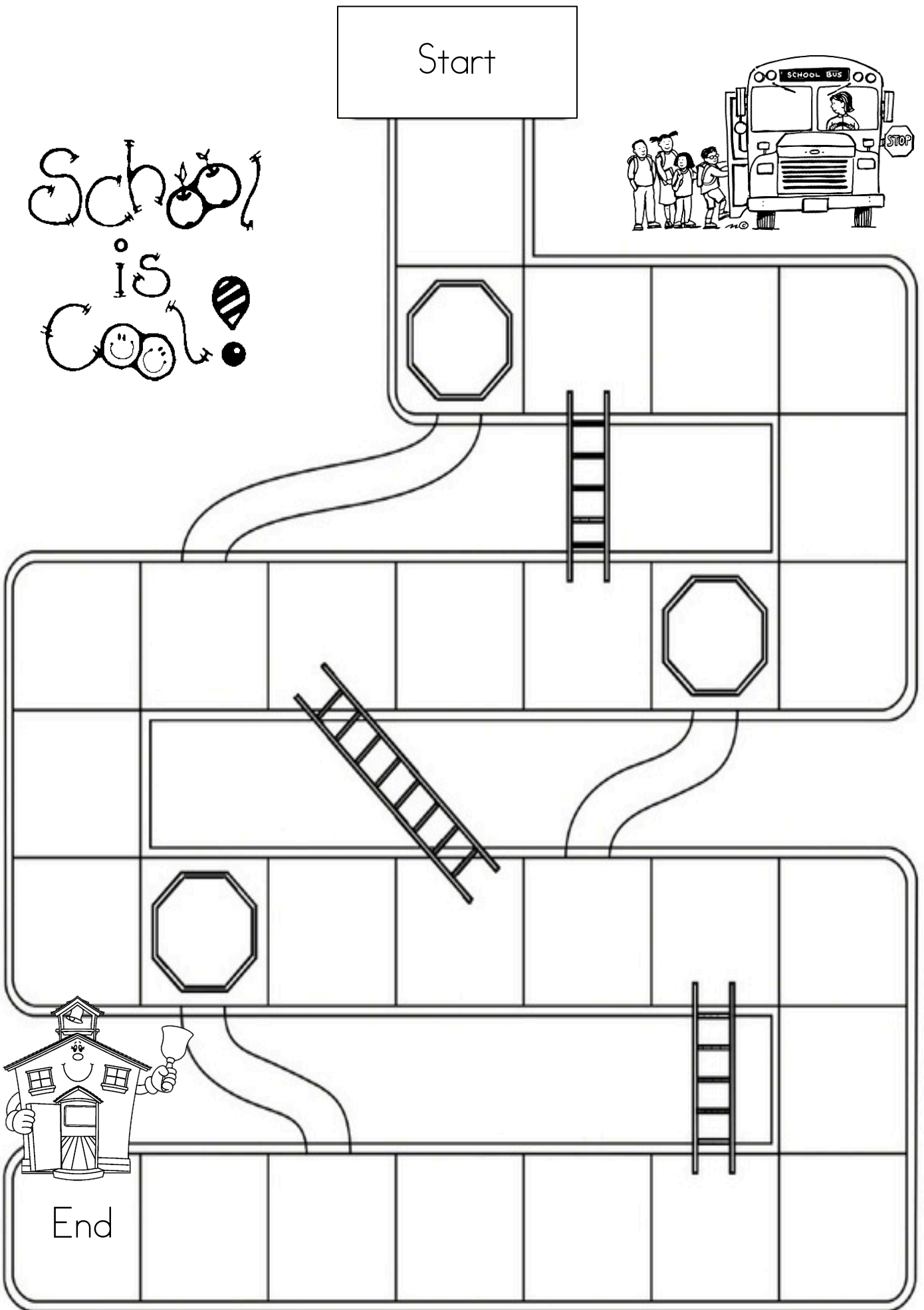
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|   <p>4</p> |   <p>3</p>  |



Start

School  
is  
Cool!



End

# School is Cool

## Rhyming Game

### Materials Needed:

- o Game Board
- o Rhyming Cards
- o Game Markers

### Game Directions:

1. Players will place their marker on start.
2. Players will take turns drawing a card from the stack and say the name of the two pictures on the card. If they rhyme they can move their marker the number of spaces on the card. If they do not rhyme they may not move their marker.
3. If a player lands on a hexagon they slide down the chute to skip spaces on the game board.
4. If a player lands on a square with a ladder they climb up the ladder moving back many spaces.
5. This will continue until a player reaches the end square.