

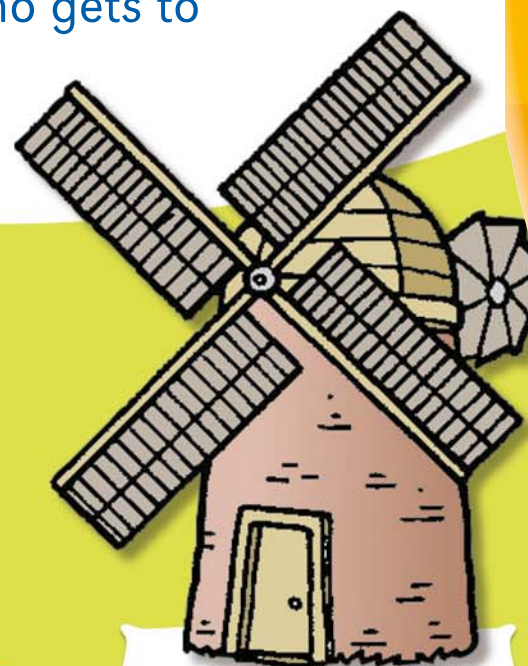
Game



Lead Walter Walrus to the windmill.

You will need: a friend to play with, two counters and a dice.

How to Play: Throw the dice and move your counter along the path. Say the name of each object you land on. Use the key below to tell you how many moves you can make with each throw. The winner is the player who gets to Walter's windmill first.



Note to Parents: This game is a fun way for your child to practise working with numbers whilst reinforcing the letter sound at the beginning of words.

Key



Go back 1 space



Move forward 1 space



Move forward 2 spaces



Throw again