REINDEER'S RUNAWAY VOWELS

START

b__ke

r__de

k__te

p__le

c__pe

l__ne

l__me

m__le

d__ne

Go ahead 2 spaces

t__ne

b__te

c__ne

m__ne

Roll again

d__me

r__le

p__ne

m__ke

c__pe

t__me

f__ve

d__te

l__ke

c__re

b__ne

Go back 2 spaces

s__le

c__ke

m__re

v__ne

END

a

e

i

o

u

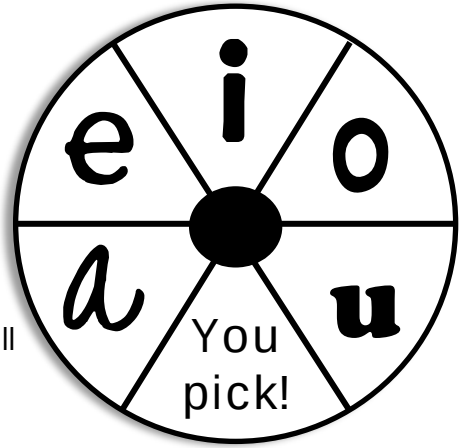
a

e

i

o

u



Help!

Some vowels are missing and the reindeer can't read without them! Roll a die and move that number of spaces. Then, spin to see if the vowel you land on can make a new word. Write the words on the recording sheet. The player who makes the most real words wins!

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REINDEER'S RUNAWAY VOWELS

START

b__ke

r__de

k__te

p__le

c__pe

l__ne

l__me

m__le

d__ne

Go ahead 2 spaces

t__ne

b__te

c__pe

m__ke

p__ne

r__le

d__me

c__ne

m__ne

Roll again

t__me

f__ve

d__te

l__ke

c__re

b__ne

v__ne

Go back 2 spaces

m__re

c__ke

s__le

END

a

e

i

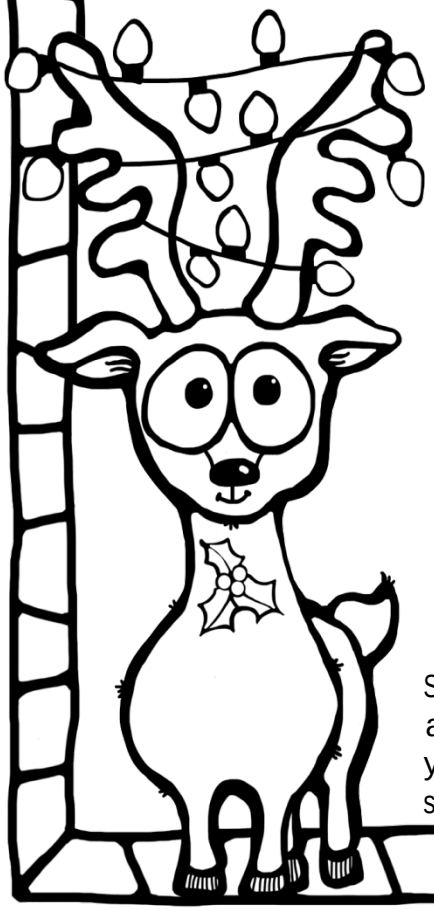
o

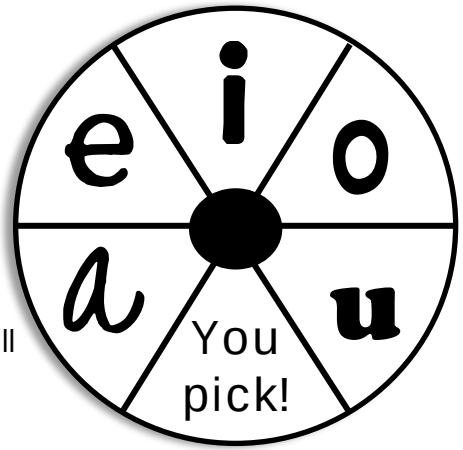
u

a

e

i





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REINDEER'S RUNAWAY VOWELS

START

b__t

r__n

b__d

p__t

c__p

l__p

l__t

m__d

d__g

Go ahead 2 spaces

t__g

f__n

s__d

h__p

j__g

c__t

h__m

p__p

s__t

Roll again

t__p

f__d

m__g

l__g

r__m

r__t

v__t

Go back 2 spaces

b__n

t__n

s__p

END

a

e

i

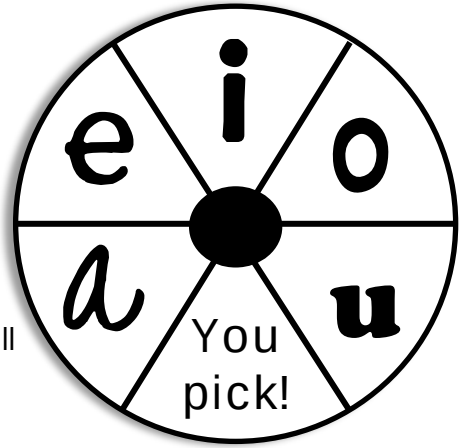
o

u

a

e

i



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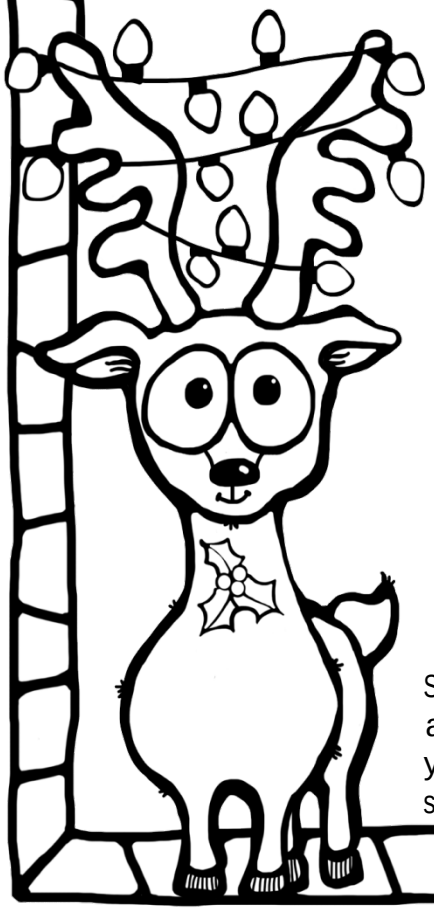
REINDEER'S RUNAWAY VOWELS

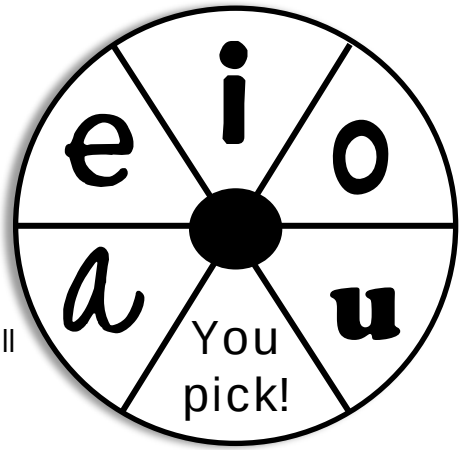
START

b__t
r__n
b__d
p__t
c__p
l__p
l__t
m__d
d__g
Go ahead 2 spaces
t__g
f__n
h__p
s__d
h__m
c__t
j__g
p__p
s__t
Roll again
t__p
f__d
m__g
l__g
r__m
r__t
s__p
t__n
b__n
v__t
Go back 2 spaces

END

a e i o u a e i o





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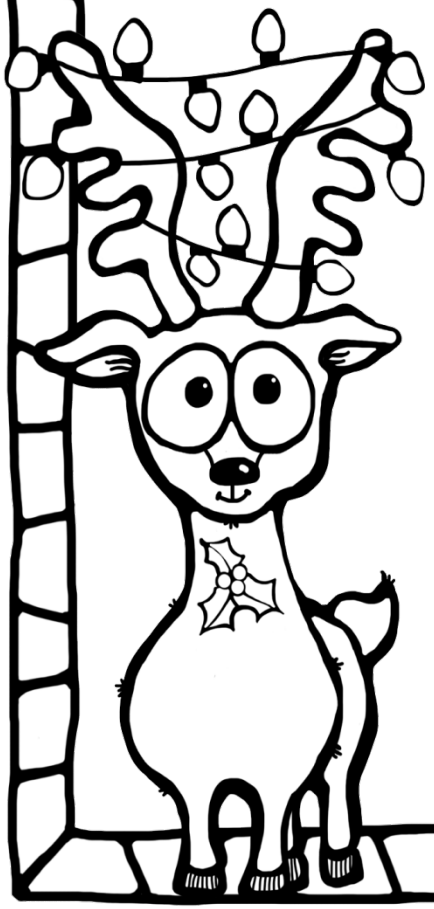
REINDEER'S RUNAWAY VOWELS



Materials:
•"Reindeer's Runaway Vowels" game board
•"Reindeer's Runaway Vowels" recording sheet per student
•die
•pencil
•paper clip
•game board markers

Directions:
1.Each player places their game board marker at start. We usually use Lego minifigures for those.
2.The first player rolls the die and moves that amount of spaces on the board, landing on a word. Then, placing a paper clip onto the spinner and holding it in place with the tip of a pencil, they spin to see what vowel it lands on. They place the vowel inside the blank of the word they landed on to see if it makes a word. For example, if they had landed on the word "m_le" and then spun the letter "i", adding "i" to the blank will create the word "mile". If they had landed on "e", "mele" would not make a real word. From here there's two different recording sheet options you have: one to only record the real words they make, and one to record both real and nonsense words. When we played, we just recorded real words that we made. Regardless of which recording sheet you use, the object of the game is to make the most REAL words.
3.Players take turn rolling and then spinning to make new words until they reach the end of the game board. The player who makes the most real words wins!

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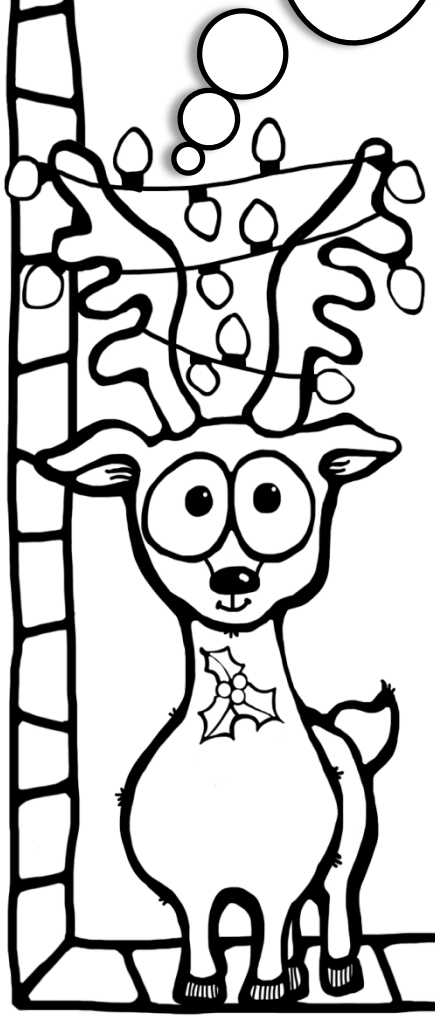
Name:

REINDEER'S RUNAWAY VOWELS Recording Sheet

Directions: Record the words you make in the game by writing them on the lines. Only write real words, not nonsense words.



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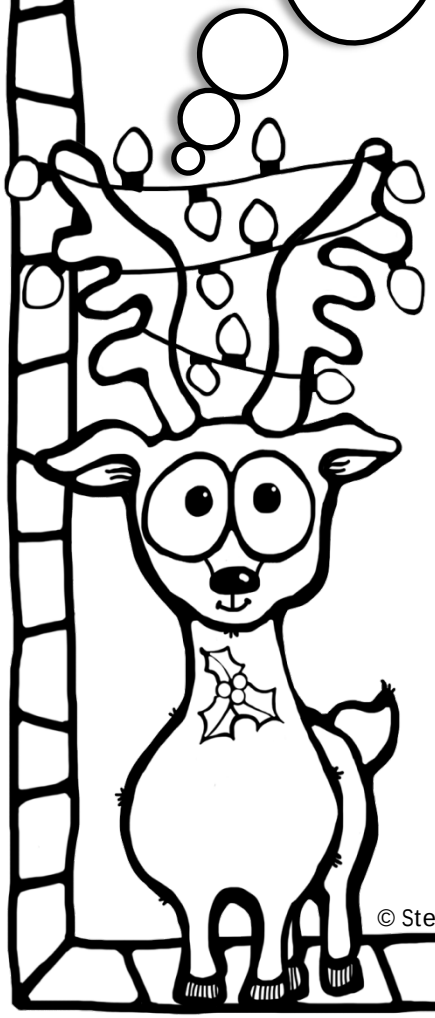
Name:

REINDEER'S RUNAWAY VOWELS Recording Sheet

Directions: Record the words you make in the game by writing them on the lines. The player with the most **real** words wins!



Real Words	Nonsense Words

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Thanks, again!

Stephanie Trapp

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