



call

lungs

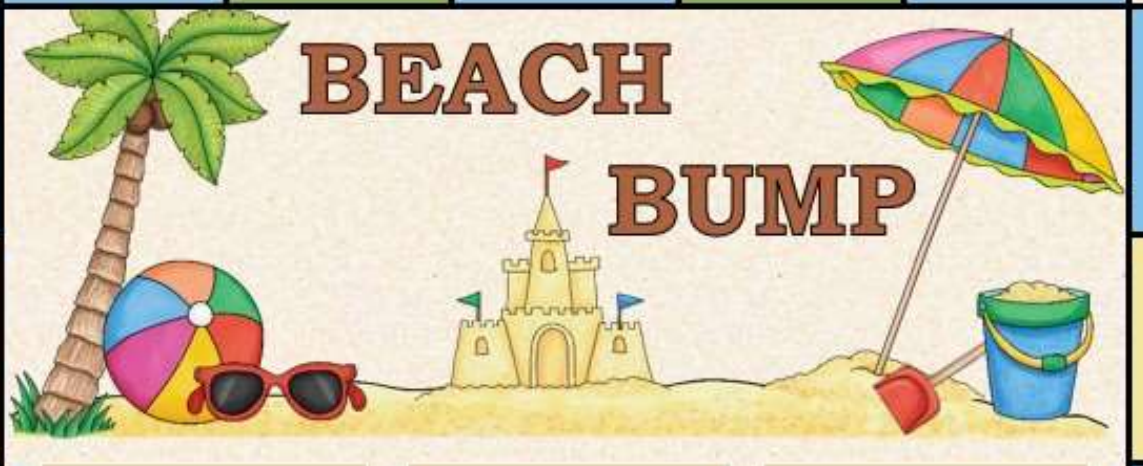
pole

glasses

thinking



disrupting



squinted

talented

wipe

miss

v-e

Closed syllable

Suffix -s

tune

bones

Suffix -es

Bonus letters ss ,ll, ff

Suffix -ed

crossing

ended

Suffix -ing

Closed syllable

Suffix -s

songs

hope

v-e

Bonus letters ss ,ll, ff

Suffix -ing

plants

limes

classes



stuff

hop

rule

blended

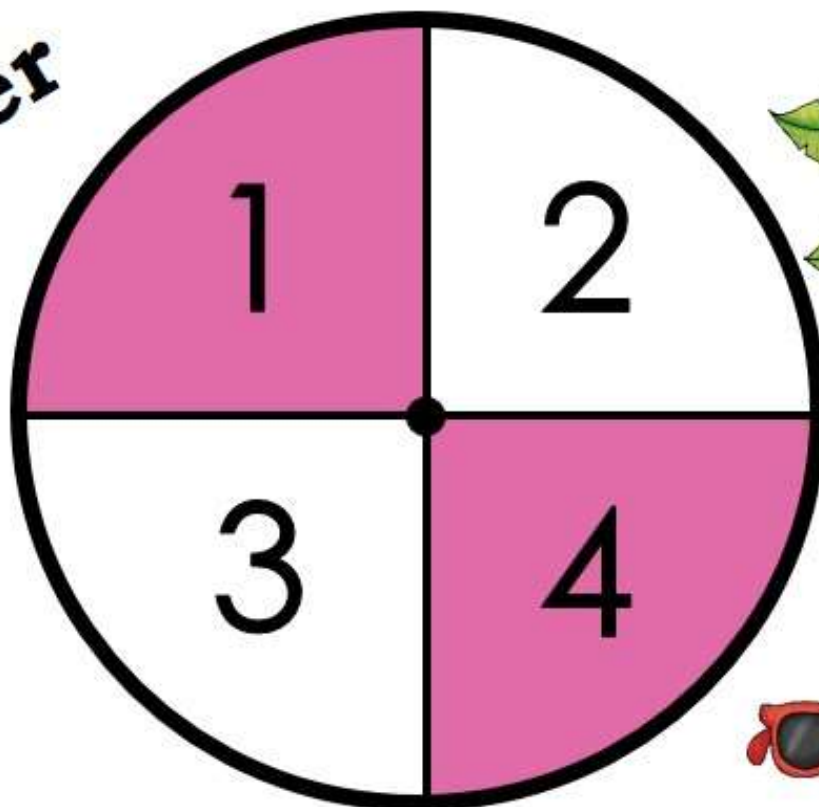
hill



Beach Bump Directions

1. Each player chooses a set of 14 game pieces with the same pictures. All players put one of their game piece on START, keeping the rest of the game pieces in a pile in front of them.
2. Players take turns rolling a die or spinning a spinner, moving forward that many spaces.
3. On their turn, a player will read aloud from the square space and find its matching or corresponding space in the center of the game board.
4. The player places one game piece on the middle circle or space to claim it. If another player's game piece is already there, the player *bumps* the opponent's piece off the board and replaces it with their own game piece.
5. When players land on a corner picture that is not the START corner, they can choose any center space to cover, even if it means bumping another player's piece off.
6. When all center spaces are covered, the game is over. Players count how many circles/spaces they covered. The winner is the player with the highest amount of covered spaces - the most game pieces in the middle of the board.

Spinner



To use the spinner, flick a paper clip around the point of a pencil.