Roll-a-Rhyme

Prep Work:
Print off pictures onto cardstock, cut out, and insert into education cubes. If you do not have education cubes, you can purchase them from www.educationcubes.com or make your own with dice with a cardboard box (such as a Priority Mail box).

How to Play:
Players take turns rolling the two dice. Players say the name of the objects on the dice (picture key on last page of download) and tell if they rhyme or not. If you'd like, you could keep score with each correct answer given, but this is not necessary.

If a player rolls "Rhyme Time!", he says his own word that rhymes with the picture on the other die (real or silly words could count).

If both dice land on "Rhyme Time", the player can either create any set of rhyming words she'd like or the player can take another turn rolling the dice.

Picture Key:
1st Die- quail, jet, van, wall, egg, Rhyme Time!
2nd Die- snail, net, can, ball, leg, Rhyme Time!

©2013 All Rights Reserved

Roll-a-Rhyme

Roll a Rhyme Inserts: 1st Die

www.thisreadingmama.com

www.thisreadingmama.com

Roll-a-Rhyme

Roll a Rhyme Inserts: 1st Die

Rhyme Time!

Roll a Rhyme Inserts: 2nd Die

www.thisreadingmama.com

Roll-a-Rhyme

Roll a Rhyme Inserts: 2nd Die

Rhyme Time!