



Name: _____ Class: _____

Phase 2 high-frequency words board game

Players: 2-4 (adult assistance recommended)

Rules: Take it in turns to roll the die and move up the game board.

As a player moves they must read the words in the spaces.

If a player cannot read a word, they must stop at that square.

If a player lands on a staircase then they may move up it, if they land on a slide they must move down it.

You will need: a print out of the board game, counters and a die.

25 of	26 and	27 up	28 but	29 no	30 FINISH
24 put	23 in	22 mum	21 can	20 got	19 if
13 big	14 get	15 dad	16 is	17 off	18 on
12 not	11 had	10 back	9 at	8 as	7 an
1 a	2 the	3 to	4 into	5 I	6 go



A for Apple



Name: _____ Class: _____

Phase 3 high-frequency words board game

Players: 2-4 (adult assistance recommended)

Rules: Take it in turns to roll the die and move up the game board.

As a player moves they must read the words in the spaces.

If a player cannot read a word, they must stop at that square.

If a player lands on a staircase then they may move up it, if they land on a slide they must move down it.

You will need: a print out of the board game, counters and a die.

25 you	26 they	27 now	28 what	29 was	30 FINISH
24 all	23 this	22 them	21 with	20 see	19 for
13 me	14 be	15 was	16 look	17 down	18 now
12 we	11 he	10 too	9 you	8 they	7 all
1 START	2 will	3 that	4 her	5 my	6 are

