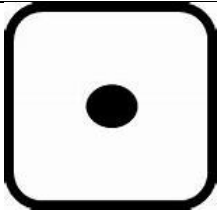
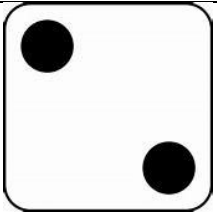
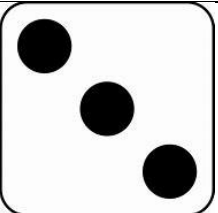

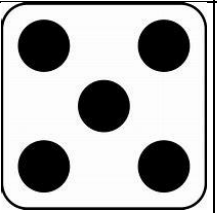
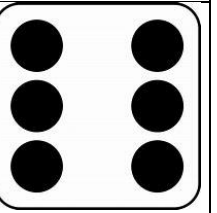


# Roll and Race to the Top

Roll the dice or pick a card. Look at the number you get, read a word from the matching column. If you get it right then colour it in or leave a counter on it. First one to the top wins.

<i>lend</i>	<i>skip</i>	<i>grip</i>	<i>street</i>	<i>band</i>	<i>jump</i>
<i>hand</i>	<i>skin</i>	<i>trip</i>	<i>hump</i>	<i>plug</i>	<i>drip</i>
<i>pram</i>	<i>swim</i>	<i>frog</i>	<i>bring</i>	<i>crab</i>	<i>crib</i>
<i>stop</i>	<i>step</i>	<i>lump</i>	<i>tent</i>	<i>flag</i>	<i>nest</i>
<i>pond</i>	<i>west</i>	<i>lamp</i>	<i>cross</i>	<i>plum</i>	<i>milk</i>
					

If you can't use this resource as intended, then write out some of the words. Hide them round the room and ask your child to find and sort them.