



# Spin and Snake

This game provides additional experience with blends, and digraphs at the beginning and end of words, short vowel sounds, and initial consonant sounds.

## Blends

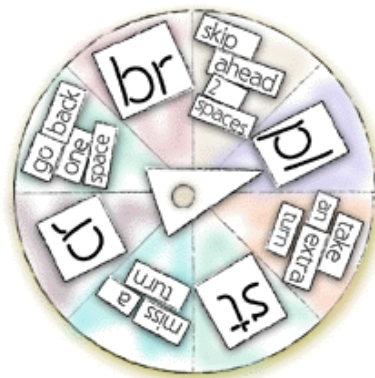
Decide which blends you want to practice with your child. You may choose to do a few from different blend groups or a few from only one group. Make your selections based on your child's knowledge and needs.

## To Make

- **Spinner**  
(See general instructions for how to make a spinner.) Design spinner so that each slice of the wheel has a different blend.

*Example:*

- A spinner may have the following blends printed on it: **br**, **pl**, **st**, **cr**. Other slices may have game directions such as *miss a turn*, *go back one space*, or *skip ahead two spaces*.





## Object

- To follow the path of the snake to the end by matching the blends on the spinner with the pictures that represent them on the game board. The first player to reach the end wins!