

## Directions: Regular Play

1. Place nine cards face down on the table in front of the student(s). (Make sure there is one card representing each of the nine different shapes: square, heart, diamond, circle, triangle, rectangle, octagon, star, and oval.)



2. Let a student roll the double dice.
3. The student determines the shape on the outer die, turns over the corresponding card, and reads the first portion of the analogy.
4. The student determines the number on the inner die and reads the corresponding portion of the analogy.
5. The student responds by completing the analogy.
6. A token can be given for reinforcement for a correct answer (optional).
7. The card is returned face down to its original place on the table.
8. The next student rolls the double dice.
9. This continues until all tokens are given out or time runs out.

# Content Card

<b>Card #</b>	<b>Type of Analogy</b>
<b>1-9</b>	<b>Function and Purpose</b>
<b>10-18</b>	<b>Classification</b>
<b>19-27</b>	<b>Part/Whole</b>
<b>28-36</b>	<b>Location</b>
<b>37-45</b>	<b>Action/Object and Associations</b>
<b>46-54</b>	<b>Antonyms and Synonyms</b>

1



**Chair is to sit as...**



Bed is to...



Stove is to...



Bathtub is to...



Desk is to...



**Whiskers are to cats as...**



Gills are to...



Shells are to...



Snouts are to...



Tails are to...



**Boat is to lake as...**



Plane is to...



Car is to...



Ship is to...

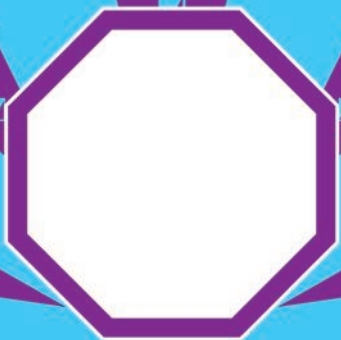


Train is to...



# ANALOGIES

**DOUBLE DICE DECK**



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**DOUBLE DICE DECK**