Directions: Regular Play

 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.
- The student determines the shape on the outer die and turns over the corresponding card.
- The student determines the number on the inner die and listens as you read the corresponding four words.
- The student chooses the word that doesn't belong and explains why.
- 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.
- This continues until all tokens are given out or time runs out.

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Game Variations

Stack Them High

Play as directed in *Regular Play*, except the instructor uses all of the cards in the deck and places each specific shape in its own stack (i.e., all the *heart* cards are stacked on top of each other, all the *oval* cards are stacked on top of each other, etc.). There should be nine stacks of cards, each stack containing six cards. As a student rolls the double dice, he/she finds the correct shape, takes the top card from that stack, answers the question indicated by the inner die, and places the card under the respective stack.

All Play

Play as directed in Regular Play, except the instructor gives each person his/her own nine cards. This allows each student to respond to a question every time the double dice is rolled. (Up to six players can play.)

Flash Cards

Don't use the dice or tokens. Use the cards as flash cards. Place the cards in one deck and allow the students to take turns drawing a card and responding to the questions or statements on each card.

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