



Roll - a - letter!



q	d	o	d	s	g
q	d	o	d	s	g
q	d	o	d	s	g
q	d	o	d	s	g

1

2

3

4

5

6



Roll - a - letter!



b	t	h	l	k	f
b	t	h	l	k	f
b	t	h	l	k	f
b	t	h	l	k	f

1

2

3

4

5

6



Roll - a - letter!



p	y	j	c	e	z
p	y	j	c	e	z
p	y	j	c	e	z
p	y	j	c	e	z

1

2

3

4

5

6



Roll - a - letter!



r	n	m	u	i	s
r	n	m	u	i	s
r	n	m	u	i	s
r	n	m	u	i	s
1	2	3	4	5	6



Roll - a - letter!



x	v	w	e	k	g
x	v	w	e	k	g
x	v	w	e	k	g
x	v	w	e	k	g

1

2

3

4

5

6



Roll - a - letter!



x	v	w	e	k	g
x	v	w	e	k	g
x	v	w	e	k	g
x	v	w	e	k	g

1

2

3

4

5

6



**Roll - a - letter!**



**materials: one die . game board. pencil  
or dry erase marker.**

**student will roll a die and trace the  
letter that corresponds to the number  
rolled on the die. play until one letter  
wins or the board is full.**