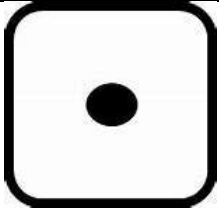







# Roll and Race to the Top

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>boat</i>	<i>sigh</i>	<i>float</i>	<i>Throat</i>	<i>night</i>	<i>fight</i>
<i>coat</i>	<i>moat</i>	<i>sight</i>	<i>toast</i>	<i>loaf</i>	<i>coast</i>
<i>foam</i>	<i>goat</i>	<i>tight</i>	<i>flight</i>	<i>Soak</i>	<i>road</i>
<i>loan</i>	<i>toad</i>	<i>cloak</i>	<i>oak</i>	<i>coach</i>	<i>oat</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.