|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | START |  | Word Chase!  ‘Real word’ chaser: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  ‘Monster word’ chaser: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  |  |
|  | chin |  |  |  |  |
|  | glips | stribe | deck | queen |  |
|  |  |  |  | phope | arrow |
| haps | wishing | self |  |  | haunt |
| keeps |  | floost | splam | rird | press |
| frex |  |  |  |  |  |
| criff | shup | brighter | forest | doil | END |

**How to play**

1. Before you start, decide who will be the ‘real word’ chaser and who will be the ‘monster word’ chaser.
2. Place a counter for each player on the START square.
3. Take it in turns to roll a dice and move forwards the corresponding number of squares.
4. Read the word that you land on out loud. First practise breaking the word down into the separate sounds and then blend it to say the whole word together.
5. Decide whether the word is a real word or a monster word. If it is the type of word that you are ‘chasing’ then take one cube from the middle of the table and keep it by you until the end of the game.
6. The winner is the person with the most cubes at the end of the game, once both players have reached the END square!