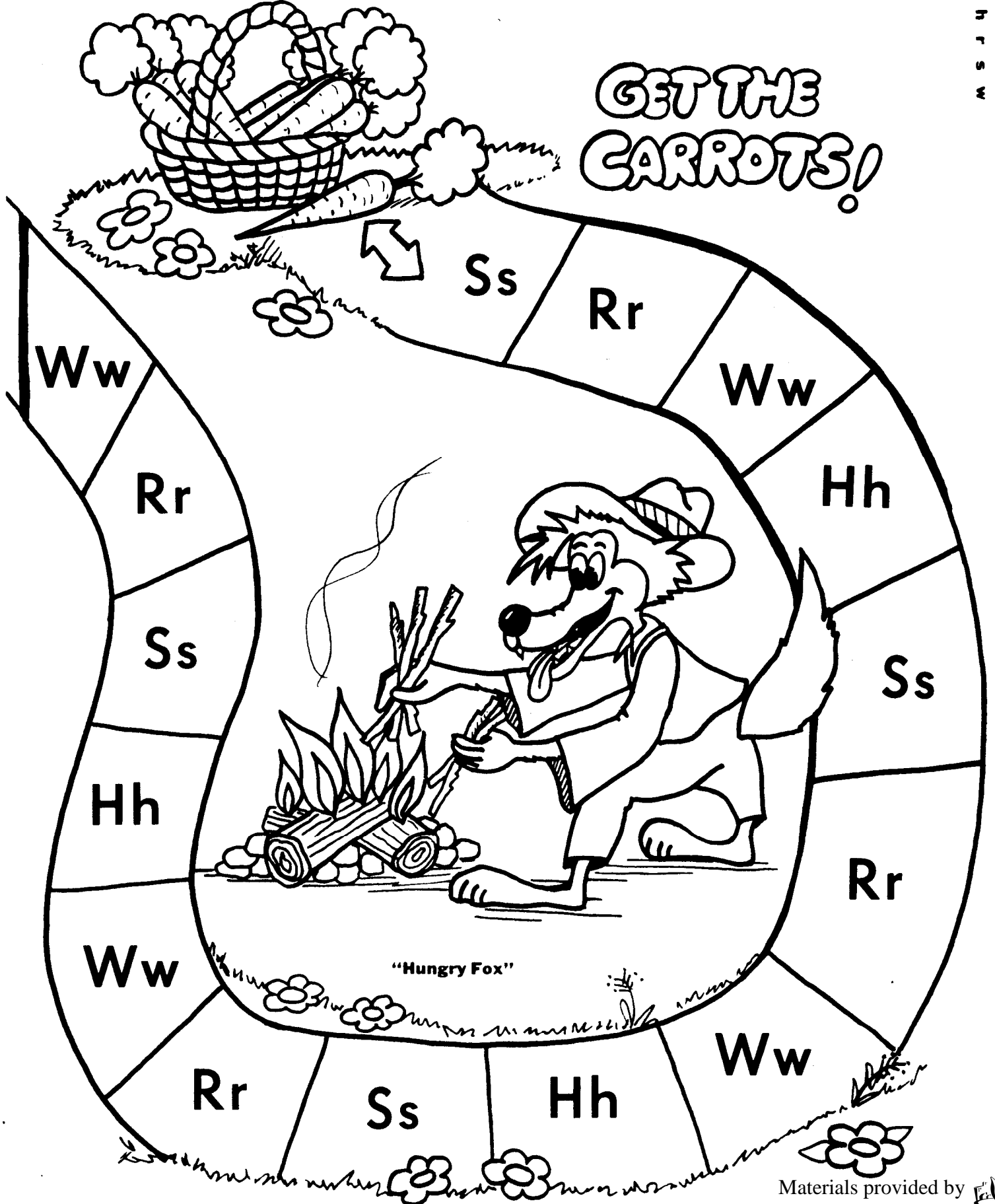
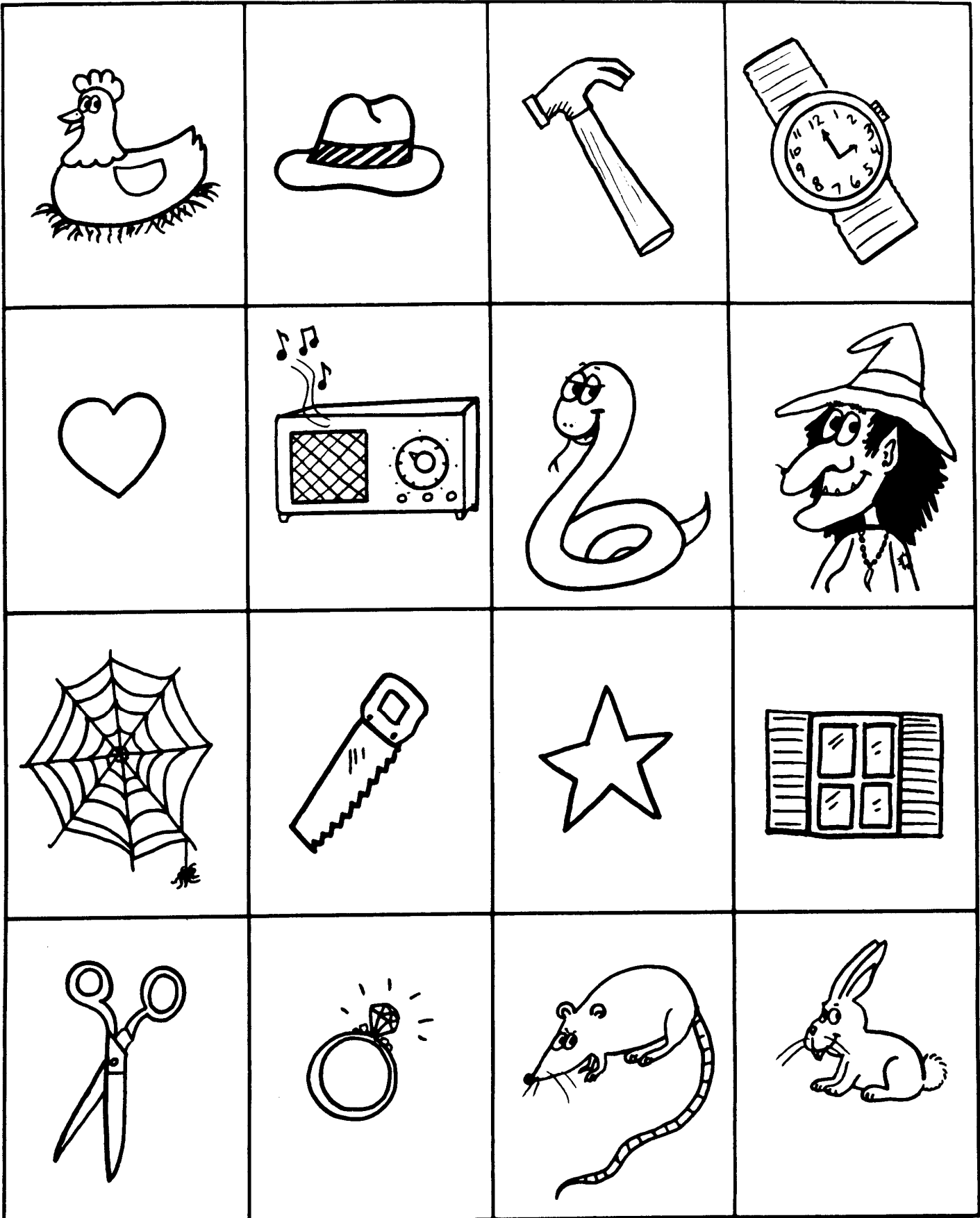


Review the cards with the student before beginning the game (e.g. hen, radio, saw, witch)  
 Cut the cards apart. Scramble them. Turn them face down. A player takes a card and  
 moves his marker to the nearest square starting with the same sound. DO NOT SPELL.  
 Sound the letter. Put used cards at the bottom of the pile. The first player to  
 reach the basket of carrots and return to the rabbit hole is the winner.

h  
r  
s  
w

# GET THE CARROTS!





**GET THE CARROTS**