



Dear Teacher,

Thank you for purchasing this product from [Teacher Tam's Toolbox!](#) Be sure to look for other items from our product list!

DIRECTIONS FOR GAME ASSEMBLY

Each take-home game consists of teacher directions, parent directions, and/or game boards and game cards. You do not need to copy the teacher directions, as this is only a reference/suggestion page. Copy the other pages onto sturdy paper and/or laminate them. All of the games were made to fit in a gallon-size plastic bag to send home.

Available items are:

- **Teacher Tam's Beginning Readers**
Phonics-based E-Books for Beginning and Emergent Readers
3 Sets of 10 Books each
Set 1: Focuses on CVC words and beginning sight words, preschool/kindergarten level
Set 2: Reviews skills from set 1 and adds blends/digraphs, and harder sight words, kindergarten/first grade level
Set 3: Reviews skills from sets 1 and 2 and adds long vowels, first grade level
- **Teacher Tam's Reading Games for preschool to first grade**
The games can be adjusted to accommodate various skill levels because most come with blank game boards and/or blank game cards.
Making Words—A card game where students match an initial consonant with an ending to form various three-letter words
Sight Word Matching—A matching game where the cards have sight words
Letter Sound Games—A set of 6 games where students sort picture cards according to beginning letter sounds

The Path to Reading—A board game where students must name words beginning with the consonant they land on

Hop to It! Reading—Students must think of words beginning with various blends and digraphs

Zoom!—A game with three levels of cards to read which uses die cast cars for additional fun!

- **Teacher Tam's Math Games for preschool to first grade**

The games can be adjusted to accommodate various skill levels because most come with blank game boards and/or blank game cards.

Addition Journey—An addition game with game boards

Count, Count, Count—A counting and estimation game

Finish My Pattern—A pattern game using cubes

Hop to It! Math—A subtraction board game

Mitten Match—A matching game using the "count on" strategy of addition

Name That Number—A number identification game using cards

Roll With It!—A graphing and probability game

Sharks and Minnows Math—An addition game with cards

Sort it Out!—A game which has students sort objects

Subtraction Tic-Tac-Toe—Students practice subtraction skills

Where is that Number?—A number identification and place value game using cards

All of the materials were created for my own classroom. They are appropriate for use in preschool through first grade. There are short, phonics-based books with simple pictures to help students focus on decoding words. You will also find reading and math games that provide students with extra basic skills practice. Using the books, reading, and math games in my classroom has certainly made my students more successful. I hope that you can use the materials to help your own students succeed.

Have a great school year!
Teacher Tam



Bunny Hop

Teacher Directions

Materials Needed

- *Up to 4 cubes or other items to use as game pieces
- *Copies of the game board, directions, and word cards
- *Number cube or die

What to Do

1. Copy the game board, directions page, and word cards. Use the word cards provided or make your own with the blank cards. Copy onto tag board or other sturdy paper for extra durability.
2. Laminate the game board, directions, and cards.
3. Include the desired number of game pieces. 4 is a good number to use if you are sending the game home. It allows for the student to play the game with 3 other family members. You may want to use fewer game pieces for classroom use.
4. Include a die or number cube. If you make your own number cube using only numbers 1-3, then play will last longer and the child will have to practice read more words.

Bunny Hop

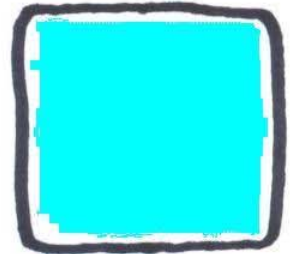
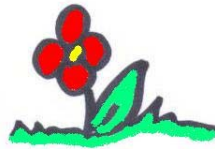
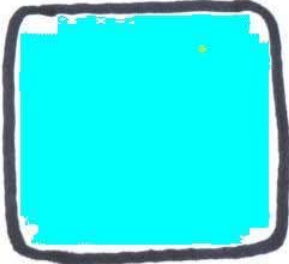
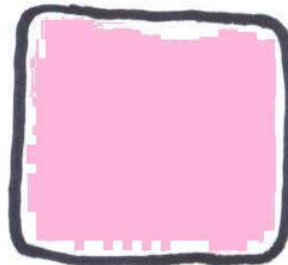
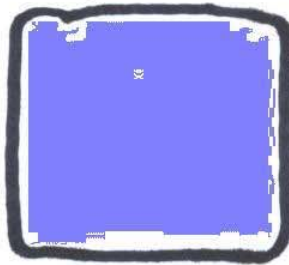
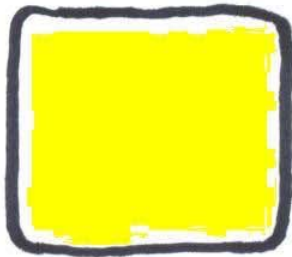
This is a reading game that you can play with your child. Please show him/her how to play by taking your turn first.

Directions

1. Each player chooses a colored cube or game piece and places it on "start."
2. On his/her turn, the player reads a card. If the player is correct, he/she gets to roll the number cube or die and move that many spaces. If the player is incorrect, he/she must place the card at the bottom of the pile and skip a turn.
3. The first player to land on the "finish" space wins!

Have fun!

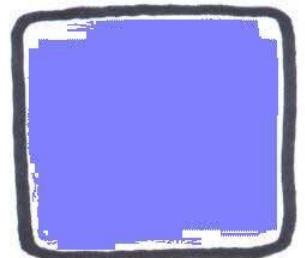
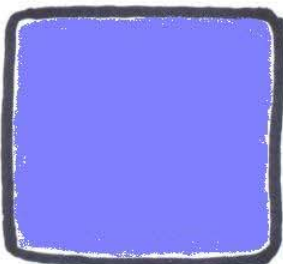
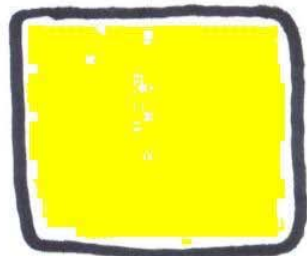
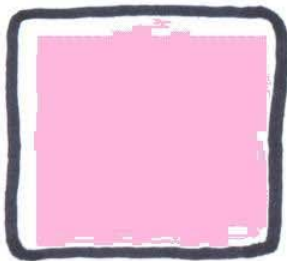
Please return this game to school as soon as possible so that another child may play it. Please help your child return the game pieces, directions, and bag.



Go ahead
2 spaces

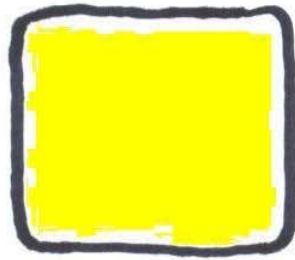
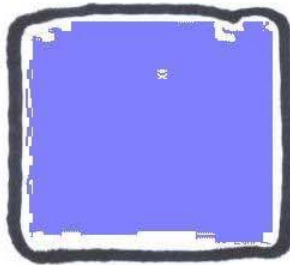
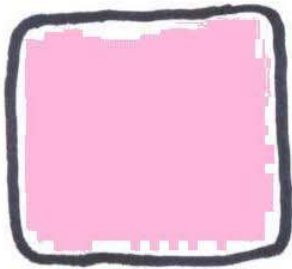
Go back
2 spaces

Bunny Hop



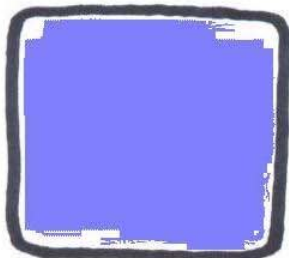
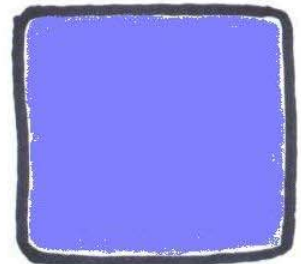
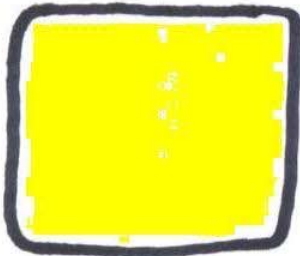
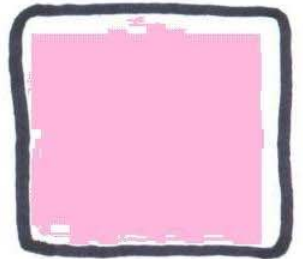
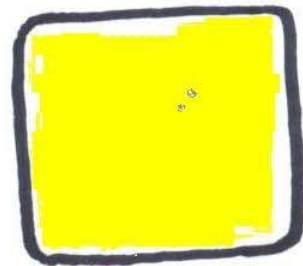
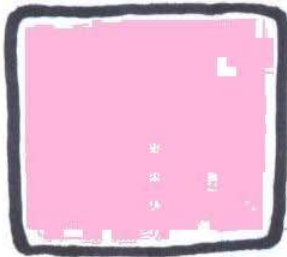
Start





Go back
2 spaces

Go ahead
2 spaces



Finish



Bunny Hop Word Cards

cat

bat

sat

pan

fan

tan

men

ten

red

bed

fed

pig

wig

big

pin

win

fit

sit

fun

sun

run

cup

pup

hop

top

pot

got

dog

log

not