

SPELL TRACK

*What route will
you choose?*



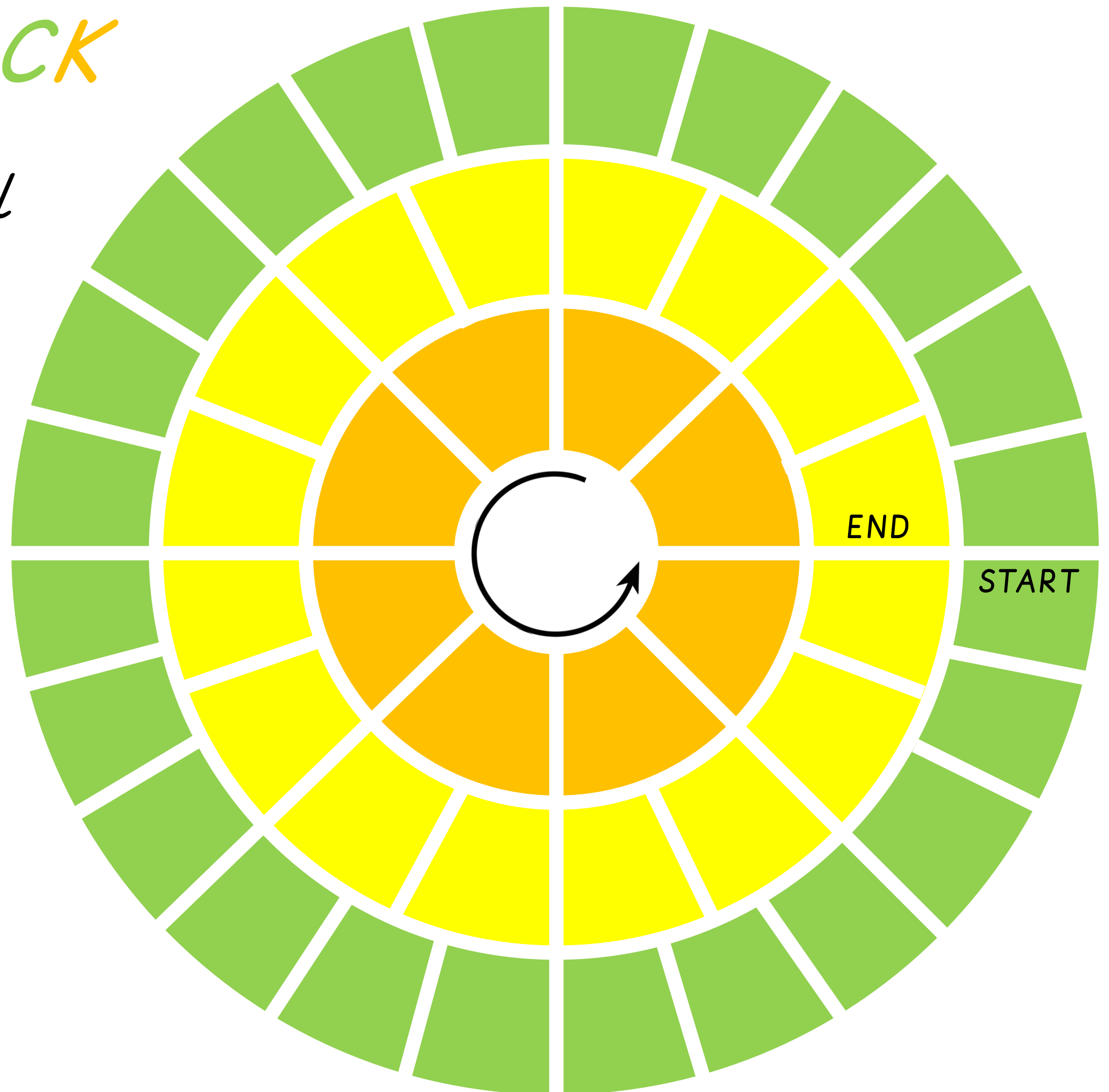
SAFE ROUTE



CAUTIOUS ROUTE



RISKY ROUTE

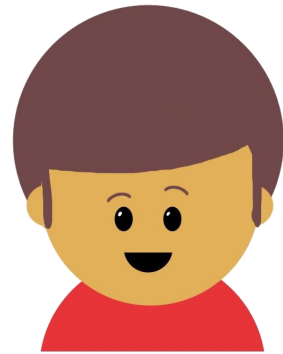


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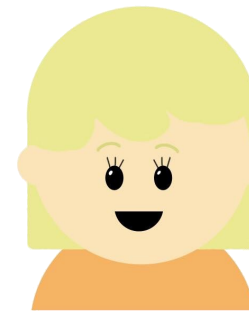
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SPELL TRACK

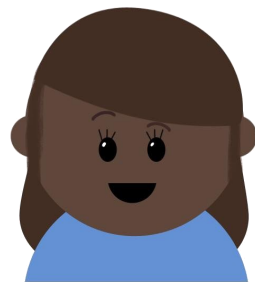
Instructions



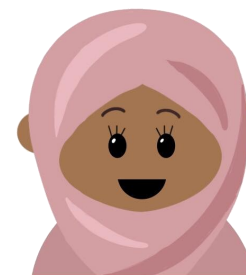
This is a game for 1–4 players. You need some counters and a standard die. Everyone starts on the 'START' space.



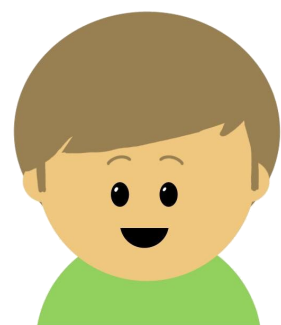
If the word is spelt right, the player is able to move the number of spaces shown on the die. If not, they move 1 space towards the centre.



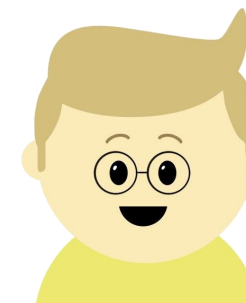
The first player rolls the die and then the player who is next in line of turn picks a spelling card from the pile.



Players can choose to take a 'safe' or a 'risky' route when moving their counter. If they are within the orange zone and get a spelling wrong they go back to the start.



The person with the card reads out the spelling word and challenges the other player to spell the word aloud to the group.



Keep playing until there is a winner (when someone successfully reaches the 'END' space).



SPELL TRACK

Spell...

bridge



SPELL TRACK

Spell...

huge



SPELL TRACK

Spell...

giraffe



SPELL TRACK

Spell...

magic



SPELL TRACK

Spell...

city



SPELL TRACK

Spell...

ice



SPELL TRACK

Spell...

knock



SPELL TRACK

Spell...

gnat



SPELL TRACK

Spell...

write



SPELL TRACK

Spell...

wrong



SPELL TRACK

Spell...

wrap



SPELL TRACK

Spell...

table



SPELL TRACK

Spell...

camel



SPELL TRACK

Spell...

towel



SPELL TRACK

Spell...

hospital



SPELL TRACK

Spell...

animal



SPELL TRACK

Spell...

fossil



SPELL TRACK

Spell...

July



SPELL TRACK

Spell...

reply



SPELL TRACK

Spell...

cry



SPELL TRACK

Spell...

flies



SPELL TRACK

Spell...

babies



SPELL TRACK

Spell...

carries



SPELL TRACK

Spell...

copier



SPELL TRACK

Spell...

copying



SPELL TRACK

Spell...

hiking



SPELL TRACK

Spell...

nicer



SPELL TRACK

Spell...

shiny



SPELL TRACK

Spell...

patting



SPELL TRACK

Spell...

saddest



SPELL TRACK

Spell...

runner



SPELL TRACK

Spell...

ball



SPELL TRACK

Spell...

walk



SPELL TRACK

Spell...

always



SPELL TRACK

Spell...

brother



SPELL TRACK

Spell...

nothing



SPELL TRACK

Spell...

Monday



SPELL TRACK

Spell...

donkey



SPELL TRACK

Spell...

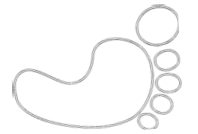
valley



SPELL TRACK

Spell...

watch



SPELL TRACK

Spell...

wander



SPELL TRACK

Spell...

world



SPELL TRACK

Spell...

work



SPELL TRACK

Spell...

warm



SPELL TRACK

Spell...

television



SPELL TRACK

Spell...

treasure



SPELL TRACK

Spell...

usual



SPELL TRACK

Spell...

enjoyment



SPELL TRACK

Spell...

plainness



SPELL TRACK

Spell...

penniless



SPELL TRACK

Spell...

happily



SPELL TRACK

Spell...

didn't



SPELL TRACK

Spell...

can't



SPELL TRACK

Spell...

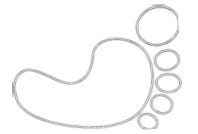
hasn't



SPELL TRACK

Spell...

couldn't



SPELL TRACK

Spell...

station



SPELL TRACK

Spell...

there



SPELL TRACK

Spell...

their



SPELL TRACK

Spell...

they're



SPELL TRACK

Spell...

to



SPELL TRACK

Spell...

too



SPELL TRACK

Spell...

two



SPELL TRACK

Spell...

door



SPELL TRACK

Spell...

find



SPELL TRACK

Spell...

children



SPELL TRACK

Spell...

gold



SPELL TRACK

Spell...

everybody



SPELL TRACK

Spell...

steak



SPELL TRACK

Spell...

beautiful



SPELL TRACK

Spell...

aster



SPELL TRACK

Spell...

fast



SPELL TRACK

Spell...

class



SPELL TRACK

Spell...

plant



SPELL TRACK

Spell...

hour



SPELL TRACK

Spell...

prove



SPELL TRACK

Spell...

sure



SPELL TRACK

Spell...

sugar



SPELL TRACK

Spell...

eye



SPELL TRACK

Spell...

any



SPELL TRACK

Spell...

many



SPELL TRACK

Spell...

clothes



SPELL TRACK

Spell...

people



SPELL TRACK

Spell...

again



SPELL TRACK

Spell...

half



SPELL TRACK

Spell...

money



SPELL TRACK

Spell...

Mr



SPELL TRACK

Spell...

Mrs



SPELL TRACK

Spell...

parents



SPELL TRACK

Spell...

whole



SPELL TRACK

Spell...

pretty

