



Dog Rescue

Kindergarten Reading Wonders High Frequency
Words Game

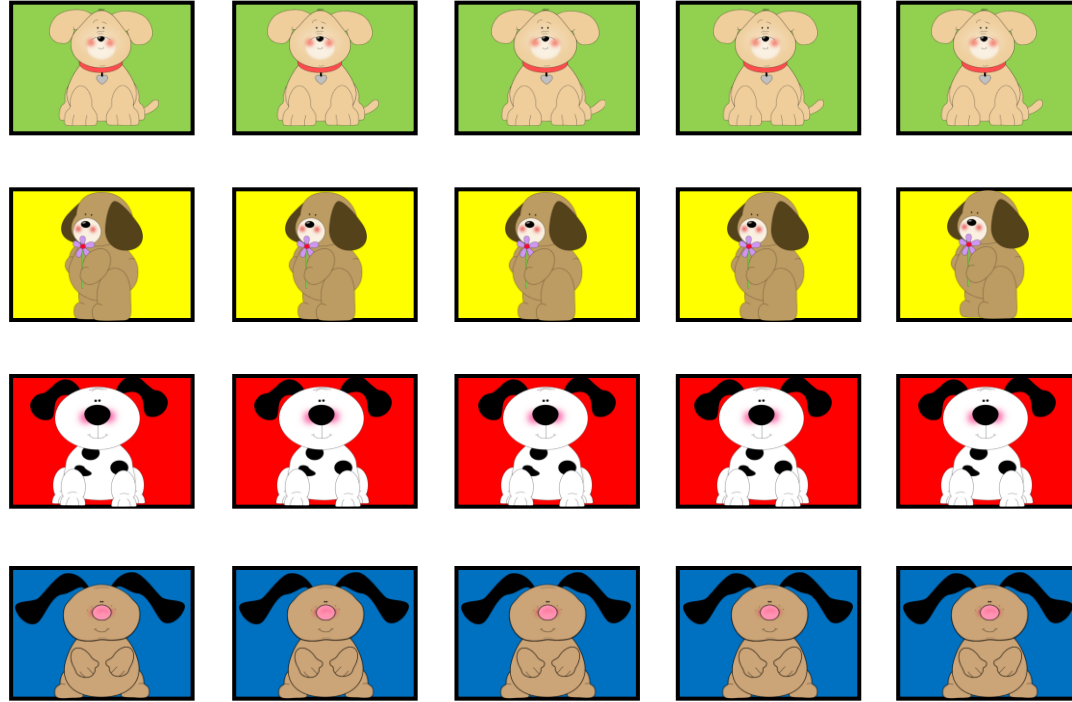
Created by Shawnee Morgan

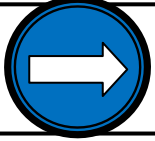
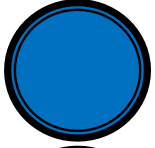
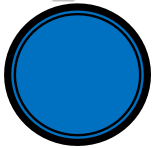
Dog Rescue Directions

1. Each player chooses two dogs of one color. The player places their dogs on their matching starting circles. The player who rolls the highest number plays first.
2. To start, a player needs to roll a 1 or 2 to move a dog on the board. Playing a 1 or a 2 places a dog on the space directly outside of start; playing a 2 does not entitle the dog to a second space. If this is too difficult, the players can just roll any number to start their dog.
3. The players take turns rolling the die and moving that number of spaces. If they can read the word on that space, they can stay on the space. If they cannot read the word on the space, they must return to the space that they just moved from.
4. A player can jump over any other dog. However, two dogs cannot occupy the same square. A dog that lands on a square occupied by another "bumps" that dog back to its own Start. Players can not bump their own dogs back to Start. If the only way to complete a move would result in a player bumping their own dog, the dog remains in place and the player loses his or her turn.
5. The first player to get both of their dogs in their doghouse wins the game.

Clip art is from www.mycutegraphics.com

Dog Rescue Game Pieces





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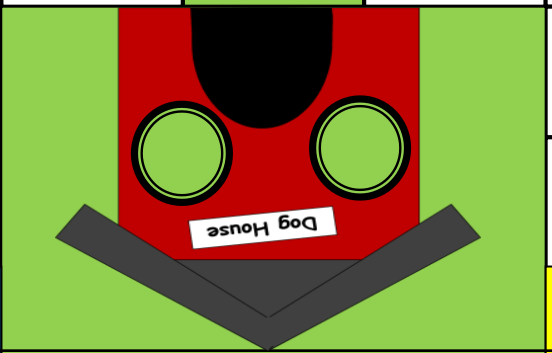
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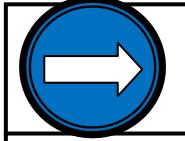
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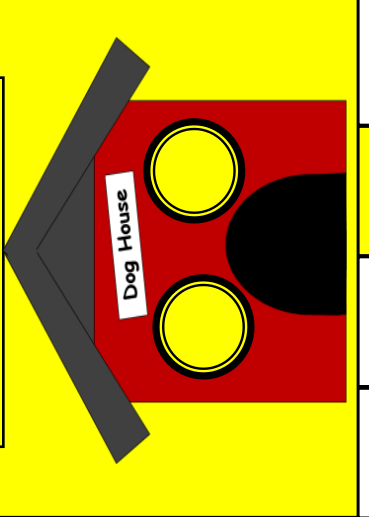
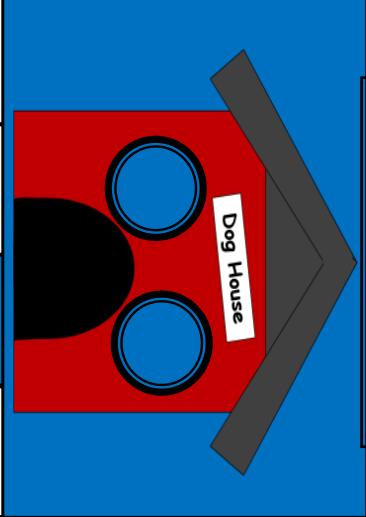
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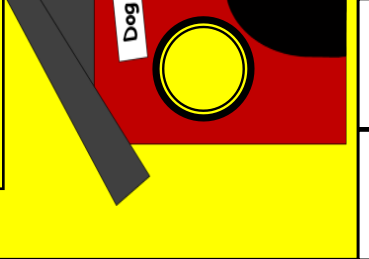
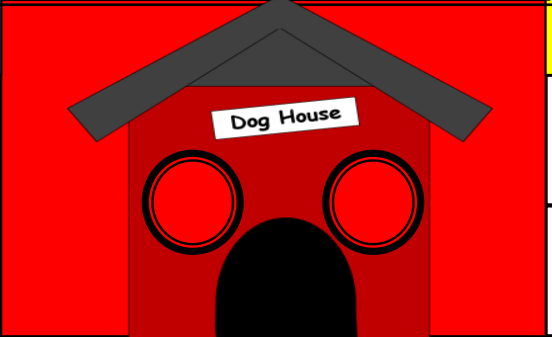
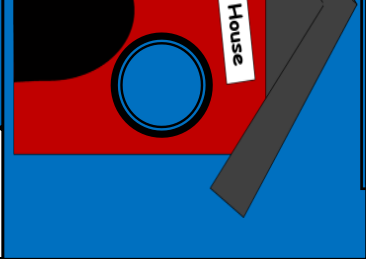
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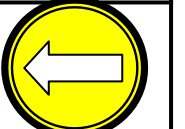
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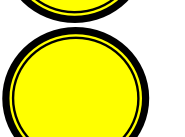
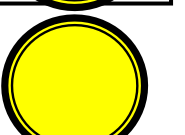
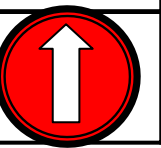
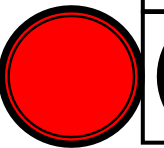
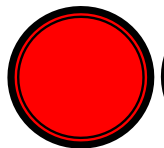
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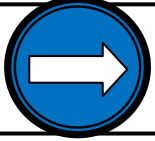
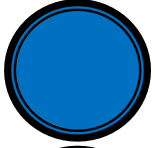
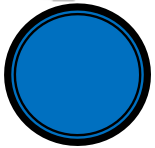
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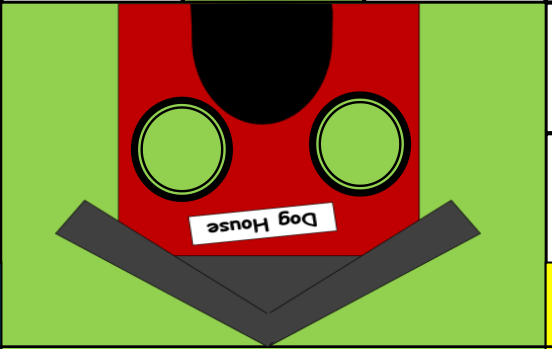
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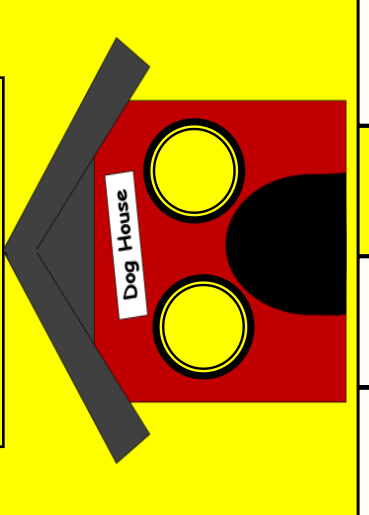
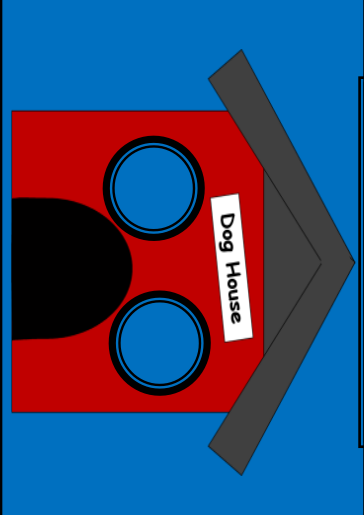
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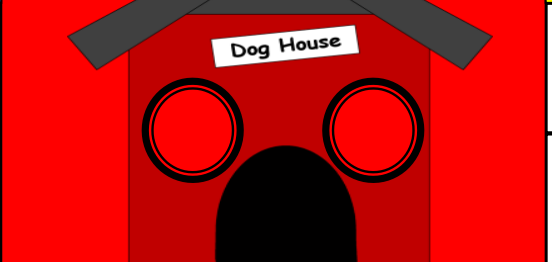
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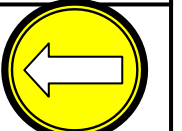
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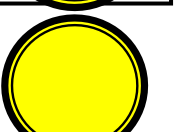
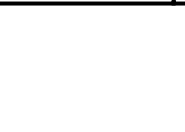
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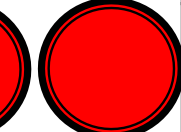
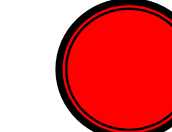
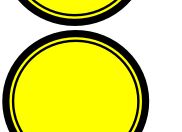
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