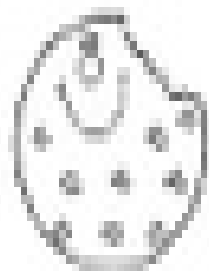


A Fluency Game



GAME ASSEMBLY

Print all game pages. To create a game log on the back of the playing cards, print page 10 on the back of page 2 through 8.

Laminate pages.

If a student draws a game card with a fluency sentence on it, he or she reads the sentence. If the sentence is read correctly, the student keeps the card. If the sentence is not read correctly, the student places the card back in the card pile.

If a student draws a BONUS CARD card, he or she gets an extra turn.

Watch out for THIEF cards!

If a student draws a THIEF card, he or she will be instructed to put some of