	old	of		walk	stop		
open	them	every	put	thank	from	fly	
after	by	once	going	know	let	his	
	take	again	when	round	him	Jan.	
an	just	live	were	give	could	then	
her	had	may	how	think	some	as	
	ask	over	CV*	any	has		

SAFARI)

1ST GRADE EDITION

To start, have each player place their game piece on the alligator. Shuffle the cards and take turns picking a card from the top of the pile. If you pick a card that has the animal you are already on, return that card to the bottom of the pile and pick again.

There are three types of cards:



Find that animal! Move one square at a time, horizontally or vertically (but not diagonally) towards the animal you picked. You must correctly read each word to continue moving. If you reach your destination, keep the card. If you land on a word that you cannot read, return your card to the bottom of the pile and your turn is over. On the next turn, pick a new card.



You are a friend to the animals and earn an extra turn! As above, begin moving your piece towards the animal on the card. When that turn ends, pick another card for a second turn.



An animal is blocking the road ahead! Respect the animal's right of way and lose one turn.

First player to collect 5 animal cards wins.

SCHOOL SPARKS

Why Keep the fun all to yourself? Please feel free to share this game with friends. © www.schoolsparKs.com



1ST GRADE EDITION

Cut out the triangular game pieces and the 20 game cards on this page.









































