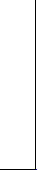


## Instructions

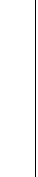
1. Roll the dice onto the board.
2. The number on the dice tells you how many things you must think of in that category.
3. The teacher can decide how the game is scored (if it is scored). Eg. Students could get a point for each word or for each go.



<b>Negative feelings.</b>	<b>Things which you sit on</b>	<b>Things which you push</b>	<b>Containers</b>	<b>Things that are soft</b>
<b>Things in the fridge</b>	<b>Things made of wood</b>	<b>Words to do with maps</b>	<b>Things made of glass</b>	<b>Tools</b>
<b>Parts of a house</b>	<b>Words that relate to time</b>	<b>Machines</b>	<b>Things which are prickly</b>	<b>Toppings for pizz</b>
<b>Things made of leather</b>	<b>Wild animals</b>	<b>Words that relate to senses of the body</b>	<b>Things made of plastic</b>	<b>Words that describe texture</b>
<b>Words that describe size</b>	<b>Things which are dangerous</b>	<b>Stationary</b>	<b>Tools</b>	<b>Games</b>
<b>Relatives</b>	<b>Weather words</b>	<b>Things which are curly</b>	<b>Positive feelings</b>	<b>Things which have a handle</b>
<b>Things you hang up</b>	<b>Buildings</b>	<b>Words that describe personality</b>	<b>Things used for cleaning</b>	<b>Things that are slippery</b>
<b>Occupations</b>	<b>Body parts</b>	<b>Milk products</b>	<b>Breeds of dog</b>	<b>Things taken</b>



**a**



**e**

