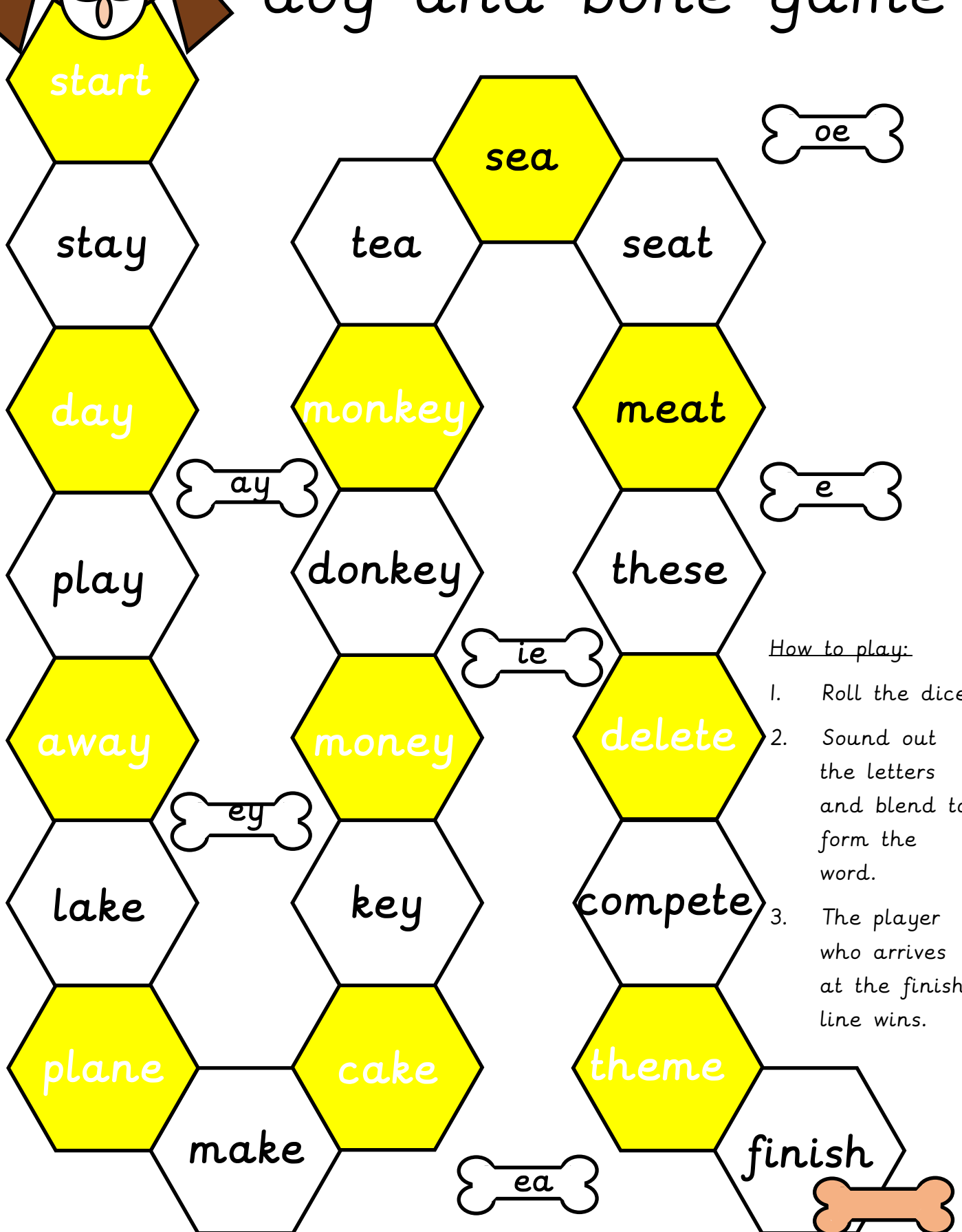
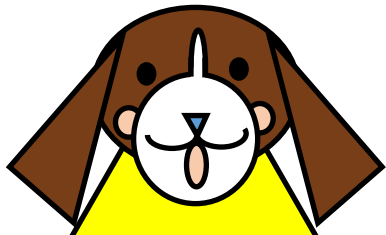


# phase 5a

## dog and bone game

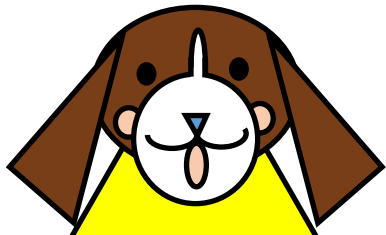


### How to play:

1. Roll the dice
2. Sound out the letters and blend to form the word.
3. The player who arrives at the finish line wins.

# phase 5a

## dog and bone game



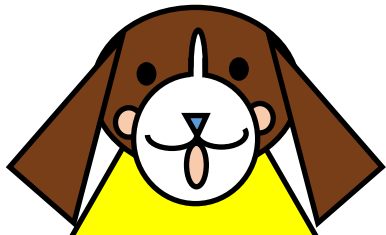
The board game layout consists of a path of hexagons. The path starts at a yellow hexagon labeled 'start' and ends at a white hexagon labeled 'finish'. The path is composed of yellow and white hexagons in a zig-zag pattern. The words on the hexagons are: start (yellow), pie (white), lie (yellow), tie (white), flies (yellow), time (white), kite (yellow), like (white), home (yellow), bone (white), toes (yellow), woe (white), hoe (yellow), toe (white), life (yellow), rescue (yellow), code (white), stone (yellow), due (white), clue (white), and finish (white). There are five bone-shaped icons with phonics: 'oe' (white), 'ay' (white), 'e' (white), 'ie' (white), and 'ea' (white). A brown bone icon is at the end of the path.

### How to play:

1. Roll the dice
2. Sound out the letters and blend to form the word.
3. The player who arrives at the finish line wins.

# phase 5a

## dog and bone game



start

few

flew

new

blew

cube

tube

use

bone

toes

woe

hoe

toe

tune

home

code

stone

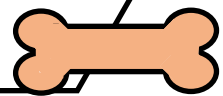
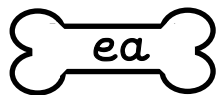
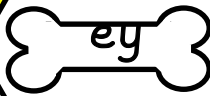
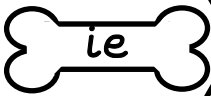
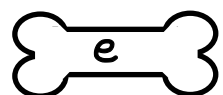
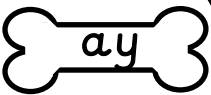
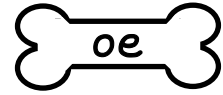
due

blue

clue

rescue

finish



### How to play:

1. Roll the dice
2. Sound out the letters and blend to form the word.
3. The player who arrives at the finish line wins.