

# Pick the Positional Word Board Game

With this board game, kids can have fun practicing their positional words by identifying the position of a puppy in relation to a box or a ball. Each time a correct answer is given, the child moves forward one, two, or three spaces on the board. If an incorrect answer is given, the child stays where they are until their next turn. But, tell your kids to be on the look out! There are some cards that, if drawn, could make them move backward. If they draw one of these cards, they must immediately move back to the closest space on the board of that color.

## Preparing the Game:

1. Using a file folder as a base, attach the game board to the inside of the file folder, matching the spaces on the board and trimming the pages as necessary to make them meet in the correct places.
2. Cut out the cards with the pictures of the puppies or colored dots. If they are printed on cardstock or printed on paper and laminated, they will hold up longer, but they can be used just as easily if printed on regular copy paper. Each card has a picture of a puppy and a box, a puppy and a ball, or a colored dot.

## Object of the Game:

To move from start to the end of the game by correctly telling what position the puppy is in on the card drawn on your turn.

## Playing the Game:

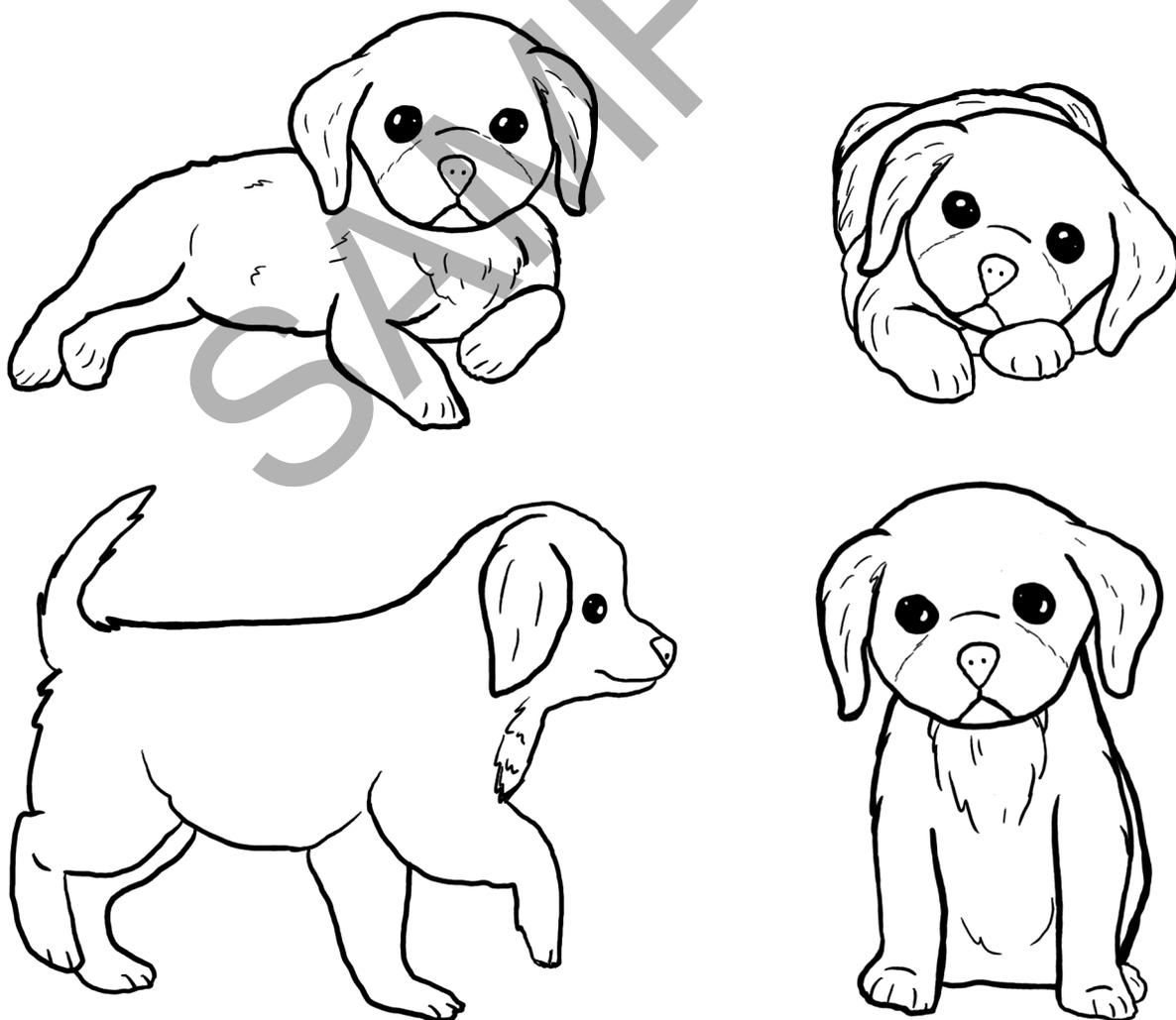
1. Mix all the puppy or colored dot cards together in a pile or stack beside the board.
2. Each player places a marker in the starting space. Markers from other games, dried beans, buttons, etc. can be used. Be sure the size of the marker is not a choking hazard for young players.
3. The youngest player goes first. The player draws a card and tells what position the puppy is in. For example, the player could say, "The puppy is under the box." If the sentence given by the player is correct, the player moves forward 1 space if the puppy card has a puppy and a box, or forward 2 spaces if the card has a puppy and a ball. Some of the cards have two puppies in different positions. If the

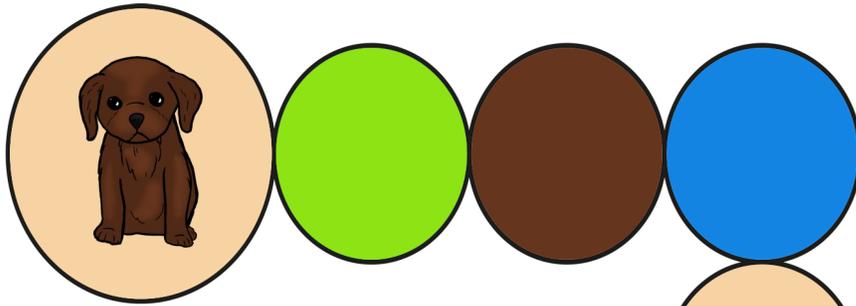
player draws a card with two puppies on it, they must make a sentence telling how the puppy changed position. For example, the player could say, "The puppy was in the box, but now it is behind the box." If the sentence given by the player for a card with two puppies is correct, the player moves forward 3 spaces. It does not matter if the puppy is with a box or a ball for these cards. But, be careful, some of the cards have a color dot on them. If the player draws a card with a color dot on it, they must move backward until they reach a space on the board of that color.

4. Play passes to the left, and the second player completes their turn.

5. Play continues in this way until all the puppy cards have been drawn. If the game is not over after all the puppy cards have been drawn, everyone puts their puppy cards back in the pile. Then mix the cards together to use again.

6. The player who first reaches the space with the puppy waiting for them at the end of the game is the winner.

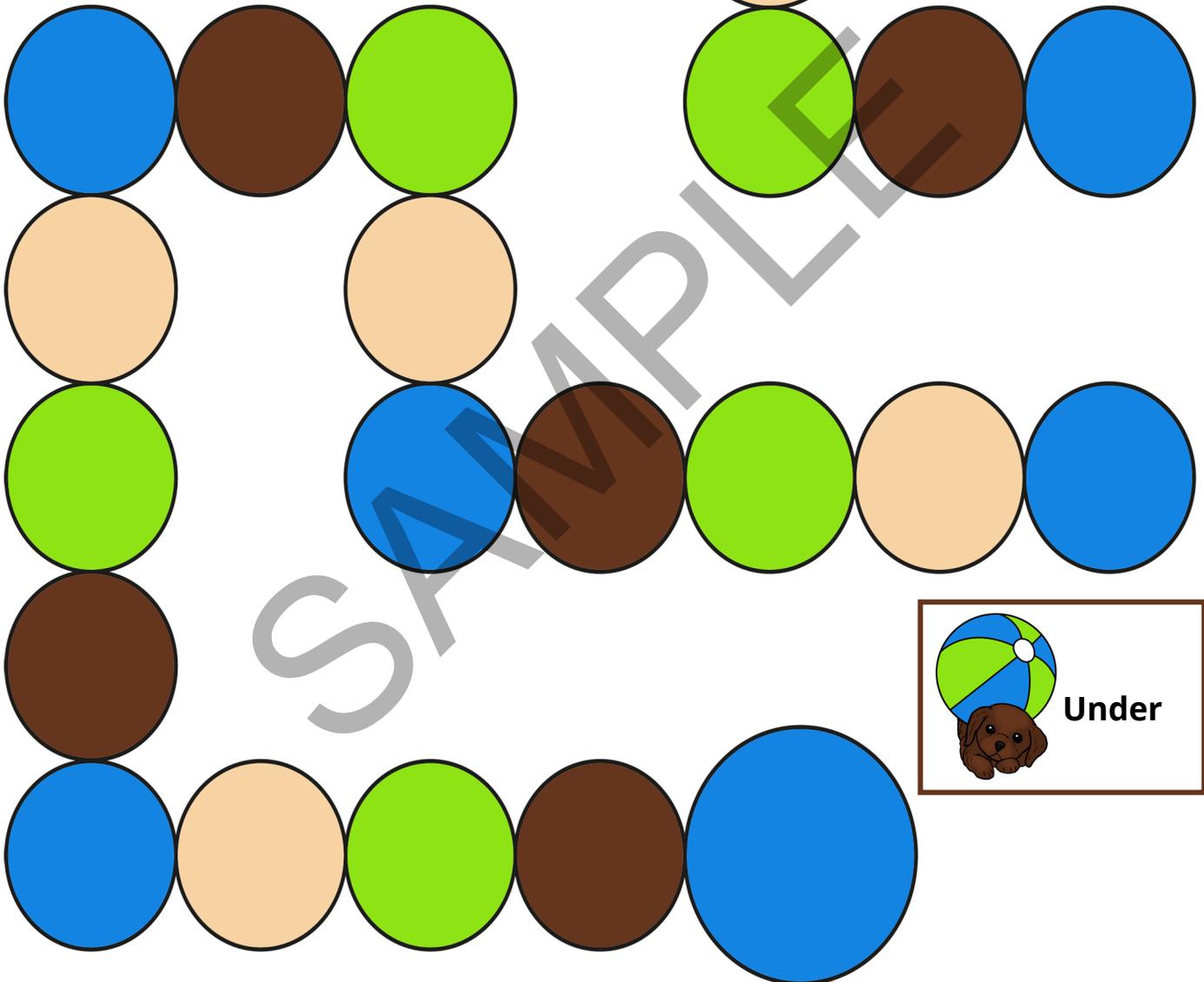




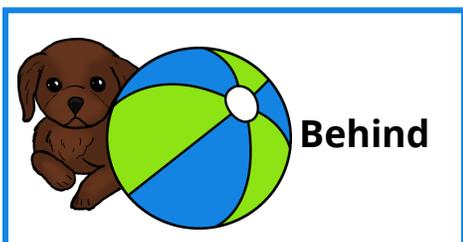
**Above or  
on top of**



**In front of**



**Under**



**Behind**

