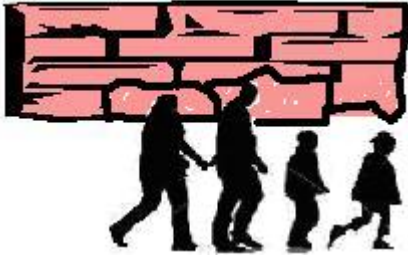
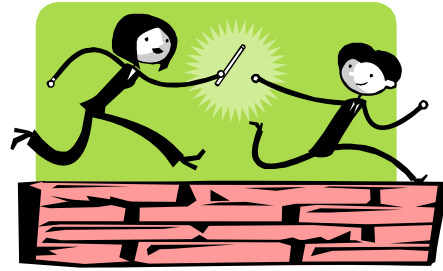


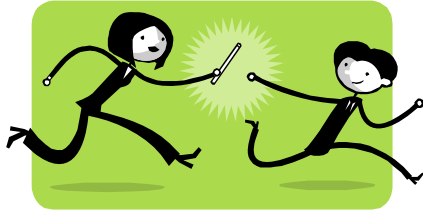
The Wild Twins



Alongside a wall,
a family went walking.
As they went walking,
Mom and Dad did some talking.



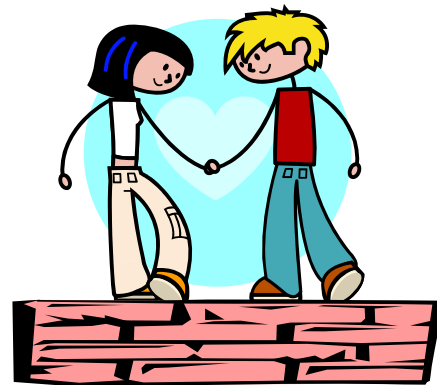
The twins, Wim and Jim,
hopping and singing,
jump up on the wall,
skipping and swinging.



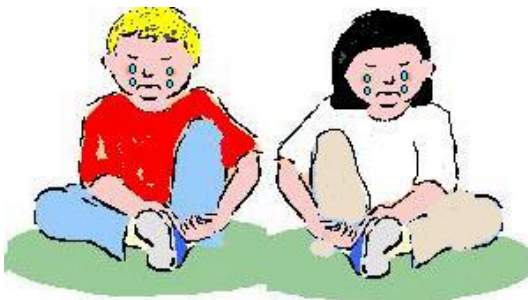
Yes, you're
cute on
that wall...

But I warn
you, it won't
be fun if you
fall!

Mom said to them, "Yes,
you're cute on that wall..."
Dad said, "But I warn you,
it won't be fun if you fall."



The twins went on wildly
spinning and tramping,
pushing and pulling,
hopping and stamping.















Wim rolls off the wall,
her body flying.
Wim wept and Jim wept;
twins share things like crying.



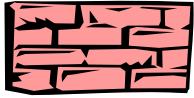



Dad and Mom ran to kiss them.
Wim and Jim stop their crying,
"We kiss you, wet kisses.
But no more being wild!"

Word List

1		wall	
2		twins	
3		wild	
4		Wim	
5		Jim	
6		wet	
7		walk	
8		talk	
9		wept	
10		cute	
11		fall	
12		roll	

Game:

?	← 2		SW	?
				
W				2 ↓
↑ 3				-all
?				?
↑ Go!	?			↑ 4
	The End!			
	3 ↓			
	k			
	?			

Material: One set of dice; soldier for each player.

How to play: Throw the dice. Advance that number of boxes.

If player lands on a **picture** he/she must say the word for the picture.

If player lands on a **question mark**, the tutor asks a question (about the story or other.)

If player lands on a **letter** or **combination of letters**; i.e. **sw** or **-all** he/she must say word beginning or ending with that letter.

If player lands on **number with arrow** pointing forward or back the player must go forward or back that number of boxes. Continue until a winner reaches **The End**.