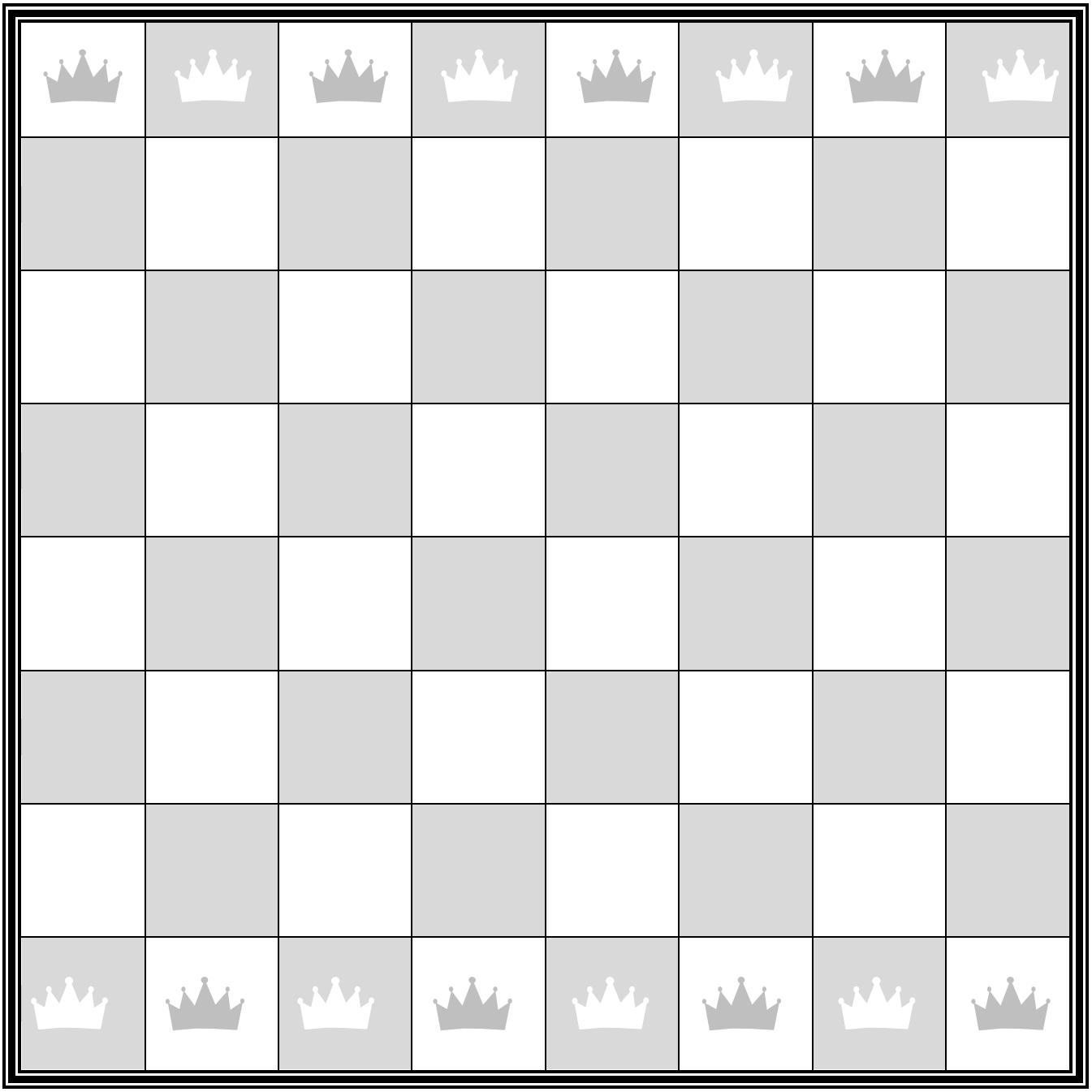
Lesson #, Target letter X by: Author's Name

Checkers Game

To create a game for a lesson: Choose 24 words from the current lesson or recent ones, and type them into the empty white squares on the board. You can alternatively insert pictures into the white squares for vocabulary words that have been learned – in this case, prepare an illustrated word list for reference, in case the learner doesn't remember the word. Or, you can insert the picture in one square and the word itself in another, or any combination.

To play: Each player needs 12 checkers (buttons, playing pieces) of one color. Place them on the three rows of white squares closest to you. Play checkers! Each time you move a piece, read the word from the square you leave and the one you land on (and the one you jump, if you are jumping an opponent's piece). If the square contains a picture, recall the word and say it. (You may refer to word list for help.) If you reach the far row containing the crowns, "king" the piece by stacking a second piece on top of it; kings can move on the white squares in any direction.

(Thanks to Karen Pichel for this idea, and to Tammy Bar-Stern for the crowns!)