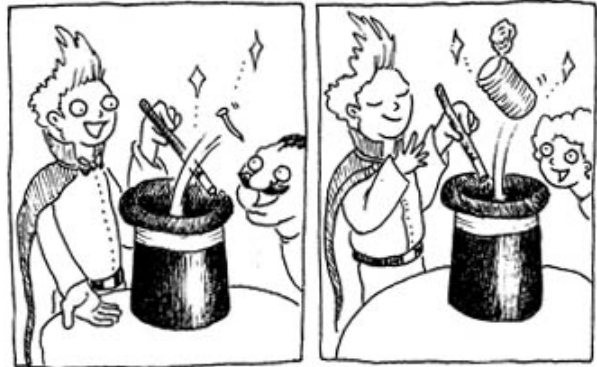


Dan's Hat



Dan's hat stands.
Dan taps his hat - tap, tap, tap!



This hat has a pin in it!
This hat has a tin in it!



Dan's hat has ants in it,
and Dan's hat has pants in it!



A pin, a tin, ants and pants...
this hat has sand in it!












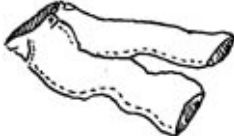


Dan's hat has sand and..
this hat has a hand in it ???!



Dan hid his hat.
That hat had Ann in it!

Lesson 4, Target letter: h

1		hat	
2		hand	
3		hid	
4		his	
5		this	
6		that	
7		Dan	
8		sand	
9		stand	
10		tap	
11		ants	
12		pants	

Lesson 4, Target letter: h

Rikuz Game

Equipment: Game board, one to four soldiers of the same color per player, and a set of word cards to replace dice. Up to four players can play.

Preparing the game:

1. Each cell in the table of words is a card. Glue the intact sheet of words to colored paper, cover with clear contact paper if desired, then cut apart.
2. Two boards are provided: the first for a black and white printer, for you to color in, and the second for a color printer. Print the one you need. If you are coloring the board, use the color version for guidance and color the circles, ladders, and arrows accordingly.
3. For durability, glue on poster board, then laminate both the cards and game board. The board is reusable; for future lessons, just prepare appropriate cards.
4. "Soldiers" may be purchased in educational materials shops, or use four-of-a-kind buttons, coins, etc.

How to play:

There are two to four groups of soldiers, one group per player. Each group contains one to four soldiers of the same color (depending on time constraints.) Each group of soldiers stands in one corner of the board according to its color. Each soldier exits its corner on its own colored arrow.

A player picks a card from the pack, reads it, and moves his soldier on the squares around the game board according to the number of letters on the card. (To obtain enough words of 4, 5, and 6 letters, two words have been combined.)

"Doubles": If a player picks a card in which a letter, word, or words appear twice, he goes again.

If, while playing, a player reaches a square on which a different colored soldier already stands, the opponent's soldier is bumped and he must start at the beginning.

After going around the board a soldier must make it home by ascending the ladder of his corresponding color. An exact number is needed to enter the home space in the middle of the board. (There is not enough room in the home space for all the returning soldiers, so you can just put them to the side or return them to the starting point. Just don't forget which soldiers have returned and which have yet to make their journey.)

It is possible to have all soldiers on the board at one time or a player may elect to move them sequentially.

The winner is the first one to bring all his soldiers home.

THE BOARDS CAN BE LAMINATED AND REUSED FOR ANY FUTURE LESSON.

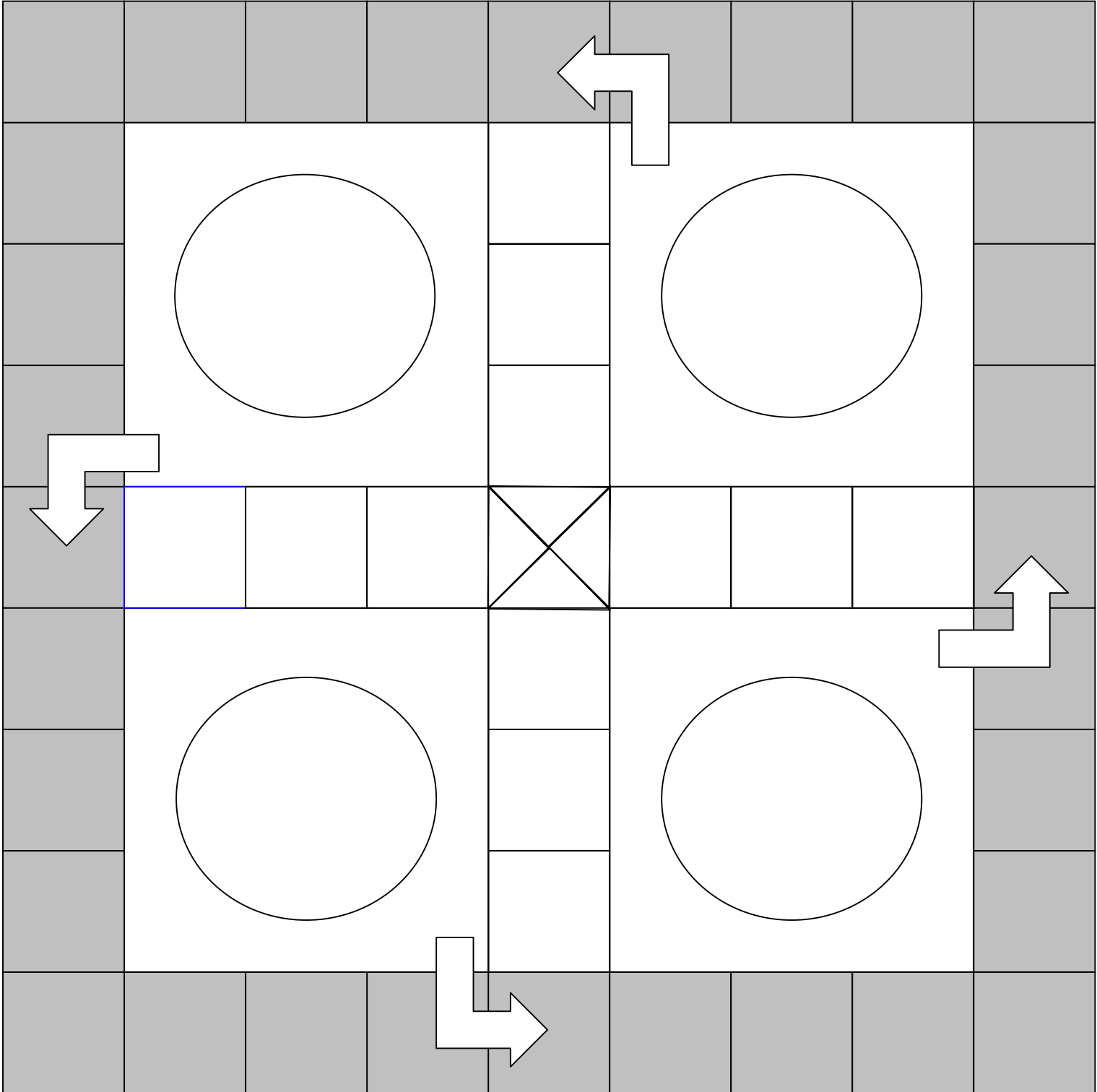
Just make up new appropriate word cards.

Game: updated by Ilene Wexler, based on an earlier version by a member of the first David Yellin English Tutors Course

Lesson 4, Target letter: h

6	5	4	3	2	1
sad Dan	stand	hand	had	it	h
it's Ann	didn't	sand	his	in	s
hat hid	hands	snip	tin	is	t
in sand	a past	past	ant	a s	n
a stand	it hit	it is	nap	i p	p
in hand	is pit	ants	pan	n t	i
in hats in hats	pants pants	sand sand	hip hip	it it	d d
a stand a stand	stand stand	isn't isn't	pat pat	in in	h h
it snip it snip	hands hands	hats hats	has has	is is	a a

Lesson 4, Target letter: h



Lesson 4, Target letter: h

