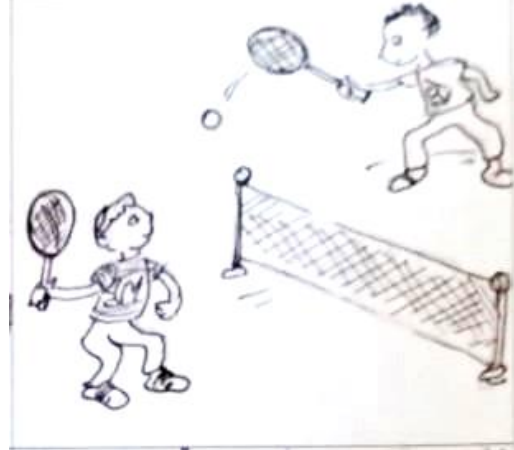


Len Finds Track



This is Len. Len Lambent.
These are Ben, Mike, and Sam.



Mike likes tennis. He has a racket.
Ben likes tennis. He has a racket.
They hit and hit.



Sam likes bikes. He rides and rides,
miles and miles.



Len hasn't a racket. He can't hit.
Len hasn't a bike. He can't ride.
Len sits inside. He is sad.
Len talks. Mrs. Lambent listens.
"Can this help?"





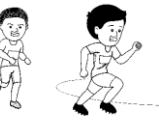
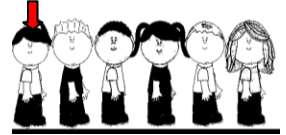








Then Len smiles. "I like track!
I can sprint laps and laps!"
Len ran laps and laps. He ran a mile!
At last, he's tired.



He sits inside, sips his milk,
licks his lips, and smiles.
Len likes track!

Word List

1		Len	
2		listen	
3		likes	
4		miles	
5		laps	
6		last	
7		milk	
8		licks	
9		lips	
10		smiles	
11		talk	
12		sprint	

Game:

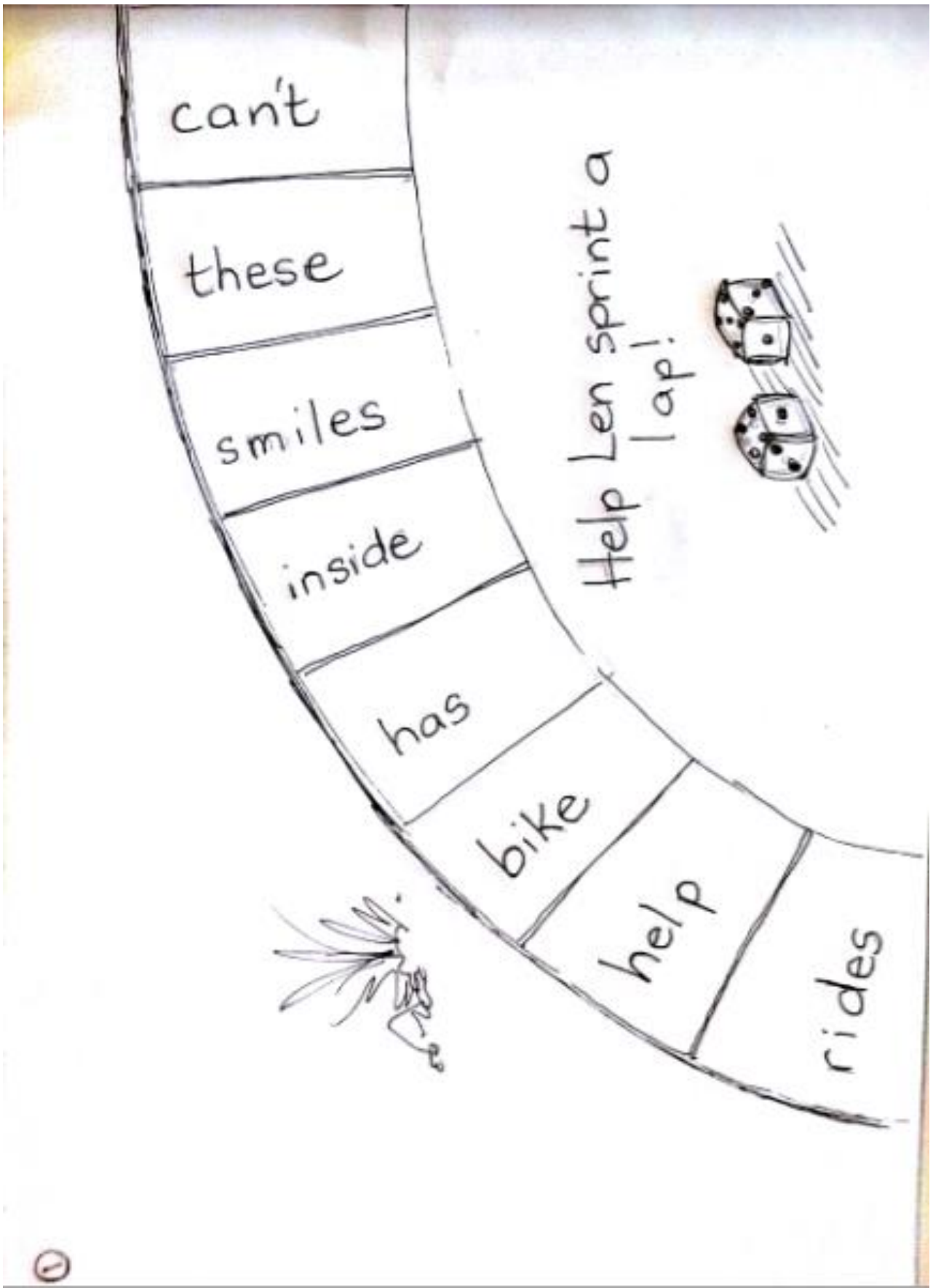
Help Len Sprint a Lap!

Directions: Print out the following pages. Cut around game outline. Combine the first four pages to make a board for a board game. Cut cards from pages 5 and 6. For best results, glue the game and cards onto cardboard.

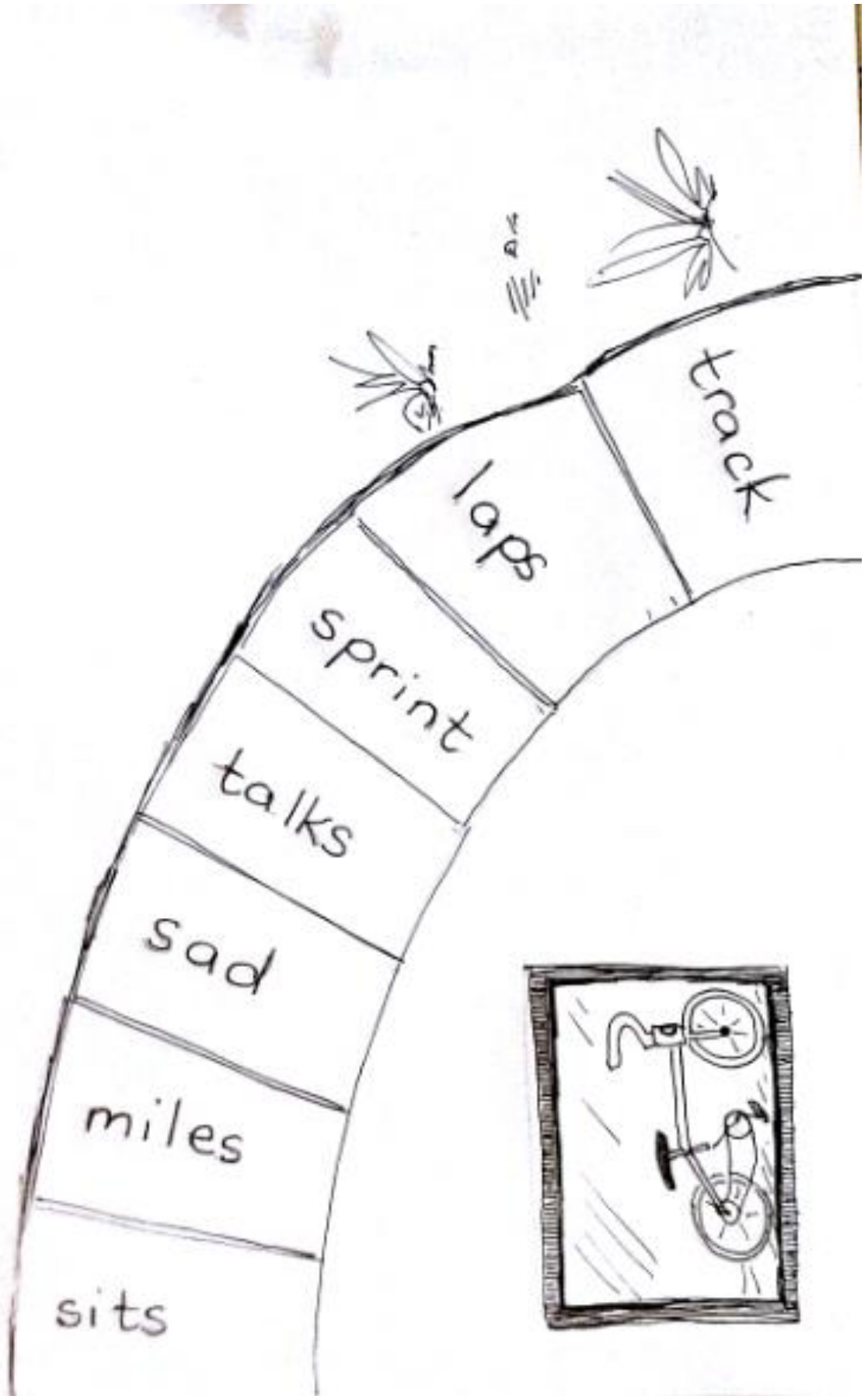
To play, you will need a die and game player pieces for each player. Put the tennis cards on the racket and the bike cards on the bike.

Players roll the die and move the number of spaces on the board. If they can read the word written on the space, they get to stay there. If they roll a 1, they can choose to pick a "bike card." (Some are helpful and some are harmful, so it's a gamble.) If they roll a 6, they can choose to pick a "tennis card." (Same gamble.)

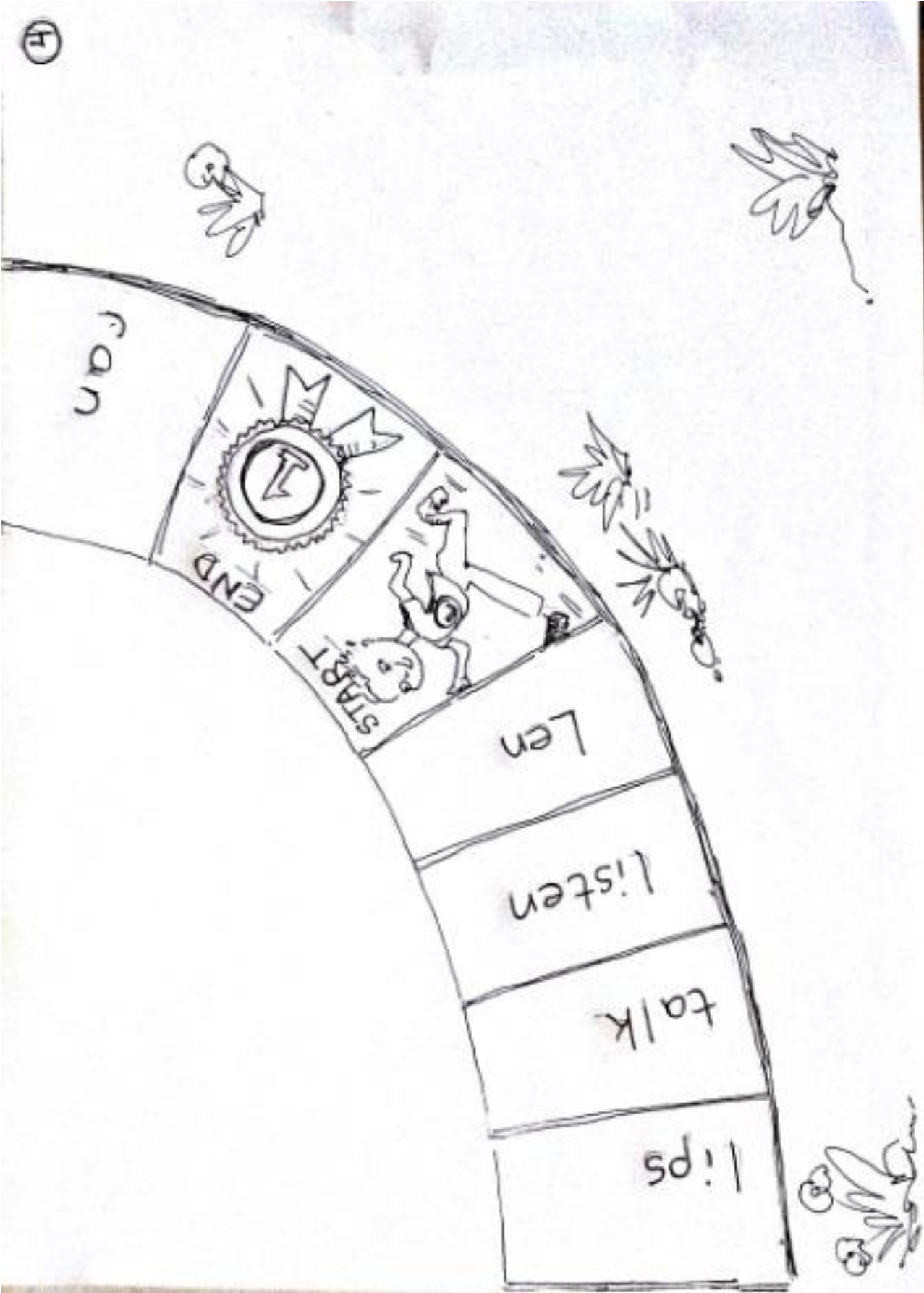
The first player to move the playing piece around the track wins.



②



Handwritten practice for the letter 'L' is shown at the top left, consisting of several cursive 'L' characters. Below this, a curved strip of paper is divided into segments containing the words: likes, licks, tennis, hit, racket, last, milk, and sprint. To the right of this strip is a drawing of a tennis racket and a tennis ball, enclosed in a decorative rectangular border. A small circled number '3' is located in the top right corner of the page.



<p>Bike Cards</p> <p>Ride back 4! ☹️</p>	<p>Bike Cards</p> <p>Ride fast 4! 😊</p>
<p>Bike Cards</p> <p>Ride back 2! ☹️</p>	<p>Bike Cards</p> <p>Ride fast 2! 😊</p>
<p>Bike Cards</p> <p>Ride back 5! ☹️</p>	<p>Bike Cards</p> <p>Ride fast 5! 😊</p>
<p>Bike Cards</p> <p>Ride fast 1! 😊</p>	<p>Bike Cards</p> <p>Ride fast 3! 😊</p>

<p>Tennis Cards</p> <p>Help find the racket. Rest here. (1 turn)</p>	<p>Tennis Cards</p> <p>Sprint to the end! ☺</p>
<p>Tennis Cards</p> <p>Len is tired. Rest here. ☹</p> <p>(1 turn)</p>	<p>Tennis Cards</p> <p>Sprint 4! ☺</p>
<p>Tennis Cards</p> <p>Sprint 5! ☺</p>	<p>Tennis Cards</p> <p>Len is tired. Rest here. ☹ (1 turn)</p>
<p>Tennis Cards</p> <p>Look for the racket. Back 2! ☹</p>	<p>Tennis Cards</p> <p>Sprint 6! ☺</p>