

Pick up a chance card.
Good luck!



Chance

donkey

+ 5 points

whisper

+ 10 points

teacher

+ 2 points

flame

+ 5 points

alphabet

+ 10 points

+ 2 points

dried

+ 10 points

phone

+ 5 points

pursue

+ 2 points

ground

+ 10 points

cube

Chance



+ 5 points

thirteen

+ 2 points

spray

Start
Collect 5 points every time you pass start.



PHONOPOLY

Place your **challenge** cards here.

Place your **chance** cards here.

1. Place your counters on start and write your names on the score card.
2. On your turn, roll the dice and move your counter around the board clockwise.
3. If you land on a coloured space, read the word correctly to score the points.



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4. If you land on a challenge space, pick up a challenge card and answer the problem correctly to score the points.
5. If you land on a chance space, pick up a chance card for a trick or a treat!
6. The first player to reach 100 points wins!

+ 2 points

enjoy

+ 5 points

complete

Challenge



+ 10 points

chimney

+ 2 points

birth

+ 5 points

dislike

+ 10 points

whiskers

+ 2 points

throw

+ 5 points

envelope

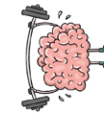
+ 10 points

avenue

+ 2 points

haunt

Challenge



+ 5 points

perfume

+ 10 points

dominoes

Roll a dice!
If the number is even, pick up a **chance card**.
If it's odd, pick up a **challenge card**.



Pick up a challenge card.
Good luck!