threw

whiskers

dislike

birth

chimney

complete

enjoy

**Challenge**

**Pick up a  
chance card.**

**Good luck!**

**Roll a dice!**

If the number is even, pick up a **chance card**.

If it is odd, pick up a **challenge card**.

**start**

**Pick up a  
challenge  
card.**

**Good luck!**

**Collect 5 points  
every time  
you pass start**

**+ 2 points**

**+ 10 points**

**+ 3 points**

**+ 5 points**

**+ 2 points**

**+ 2 points**

**+ 10 points**

envelope

avenue

haunt

perfume

dominoes

spray

thirteen

cube

ground

pursue

phone

dried

donkey

whisper

teacher

flame

alphabet

**+ 10 points + 5 points**

1.

Place your counters on start and write your names on the score card.

On your turn, roll the dice and move your counter around the board clockwise.

If you land on a coloured space, read the word correctly to score the points.

4.

If you land on a challenge space, pick up a challenge card and answer the problem correctly to

score the points.

If you land on a chance space, pick up a chance card for a trick or a treat!

The first player to reach

100 points wins!

2.

5.

3.

6.

**+ 2 points**

**+ 10 points**

**+ 5 points**

**+ 2 points**

**+ 10 points**

**+ 5 points**

**+ 2 points**

**Chance**

**Place your challenge cards here.**

**+ 2 points**

**+10 points + 5 points**

**Chance**

**Place your chance cards here.**

**+10 points**

**+ 5 points**

**+ 2 points**

**+10 points**

**+ 5 points**

**Challenge**