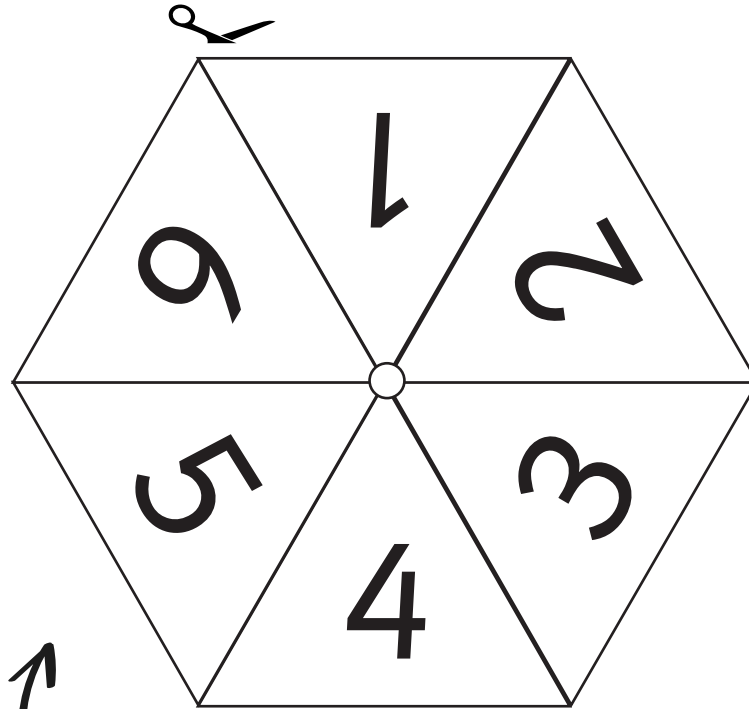
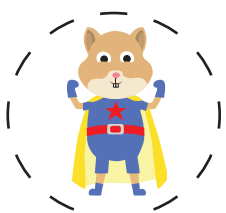


# Superheroes Reading Adventure



## Counters and Spinner



Carefully cut out the counters and the spinner. You'll need to poke a pencil through the hole in the middle and twist it to see which number it lands on!

### Game Instructions

1. Cut out the word cards and place them in the rectangle in the middle of the board, with the words facing down so you can't see what the next one is going to be.
2. Make the spinner.
3. Cut out the character game pieces and put them on the 'start' flag at the beginning of the race.
4. Take it in turns to pick up a card from the middle of the board and encourage your child to read it. When they have read the word, spin the spinner and move the character forwards the correct number of places. Put it at the bottom of the pile of cards and let the next player have a go.
5. The first person to reach the 'finish' flag is the winner. Don't forget to write a comment in their school reading record for their fantastic reading!



Level 1

# Word Cards



fog

bell

van

sad

cut

mess

win

peg

huff

mat

jet

lap

nod

rub

sip

wax

yuck

zigzag

not

fix

sip

net

pop

jug

dot

Level

2

# Word Cards



quit

— . .

chill

— . —

thing

— . —

main

. — .

week

. — .

sight

. — .

book

. — .

soon

. — .

card

. — .

short

— — .

hurt

. — .

soil

. — .

pure

. —

hear

. —

rang

. . —

nail

. — .

chain

— — .

fight

. — .

load

. — .

corn

. — .

fear

. —

airport

— . — .

farmer

. — . —

turn

. — .

wish

. . —

Level 3

# Word Cards



flag  
••••

spin  
••••

plum  
••••

stop  
••••

lamp  
••••

melt  
••••

next  
••••

burnt  
• — ••

shelf  
—•••

start  
•• — ••

bench  
••• —

frown  
•• — •

grunt  
•••••

shrink  
—••••

frost  
•••••

blink  
•••••

slept  
•••••

stairs  
•• — •

strong  
•••• —

printer  
••••• —

windmill  
••••• —

groaning  
•• — •• —

fifteen  
•••• — •

afraid  
••• — •

lunchbox  
••• — •••