

If You Give a Mouse a Cookie

Suggested directions for play:

1. Shake a dice and move that number of spaces.
2. If you land on a cookie space, take as many cookies as are in the picture.
3. Whoever has the most cookies at the end of the game is the winner.

Speech practice for /k/:

1. Practice saying the word you land on (you can shake the dice to see how many times to practice it).

Plurals:

1. Say how many cookies you get to take: one cookie, two cookies, three cookies.
2. Count your cookies at the end.

Following directions:

1. Add rules to the game - e.g., decide what happens when you land on milk. If you land on a milks space, then you have to...