

# The Mitten

Suggested directions for play:

1. Give each player a mitten.
2. Shake a dice and move that number of spaces.
3. Take the animal you land on and place it on your mitten.
4. Whoever has the most animals total (or the most different animals) at the end of the game is the winner.

Sequencing:

1. Tell the order that the animals came into your mitten. Compare that to the animals in the story.

Phonological awareness:

1. Clap the syllables in the name of the animal before you place it in your mitten.
2. Listen for the first sound in the animal's name as before placing it in your mitten.

Plurals:

1. Count your animals as you go and/or at the end.