ROLL A SNOWMAN

Roll and Draw Dice Game

6 PARTS

3 LEVELS







Bright Path Sped

Roll a Snowman: Start Here

How to play

1. **Roll.** Roll a die, spin the spinner (page 11), or pick a number card (page 12).

2. **Find.** Find that number on the chart (page 3). It names one part of the snowman.

3. **Draw.** Draw that part on your snowman (pages 5 to 7). Six rolls build one snowman.



The finished snowman

Three levels (marked with a shape, not a number)

● **Starting**: one die. Pages 3, 4 and 9. ■ **Building**: two dice, added. Page 8. ▲ **Ready for more**: roll and color, then write. Pages 10, 13 and 14.

The scenes (5 to 7), the spinner (11) and the number cards (12) work at any level.

What's inside (20 pages)

- **The chart** (3): six parts, one for each die number 1 to 6
- **Roll and draw record** (4), **three blank scenes** (5 to 7): a snowy hill, a snowy yard, and a dashed snowman to build on
- **Two dice** (8): roll two, add them, draw that many buttons; **count the snowballs** (9)
- **Roll and color** (10): six numbered parts and a six-color key
- **Die-free**: a spinner (11) and 12 number cards (12)
- **Write**: a word bank and sentence frames (13) and a first, next, last story (14)
- **Build a snowman**: six pieces to cut (15) and the page to glue them on (16)
- **Ink-saver** (17 and 18): the chart and the build pieces in black and white, for printing with less ink
- What's next (19) and credits (20)

Prep

Print on regular paper. Card stock is nice for pages 12 and 15. You need a die (or a pencil and a paper clip for the spinner), crayons, scissors and glue sticks. The pieces on the cutting pages sit edge to edge, so each cut is a short straight line.

PREVIEW

My name _____

Roll. Find your number. Draw that part.





bottom





middle





head





hat





scarf



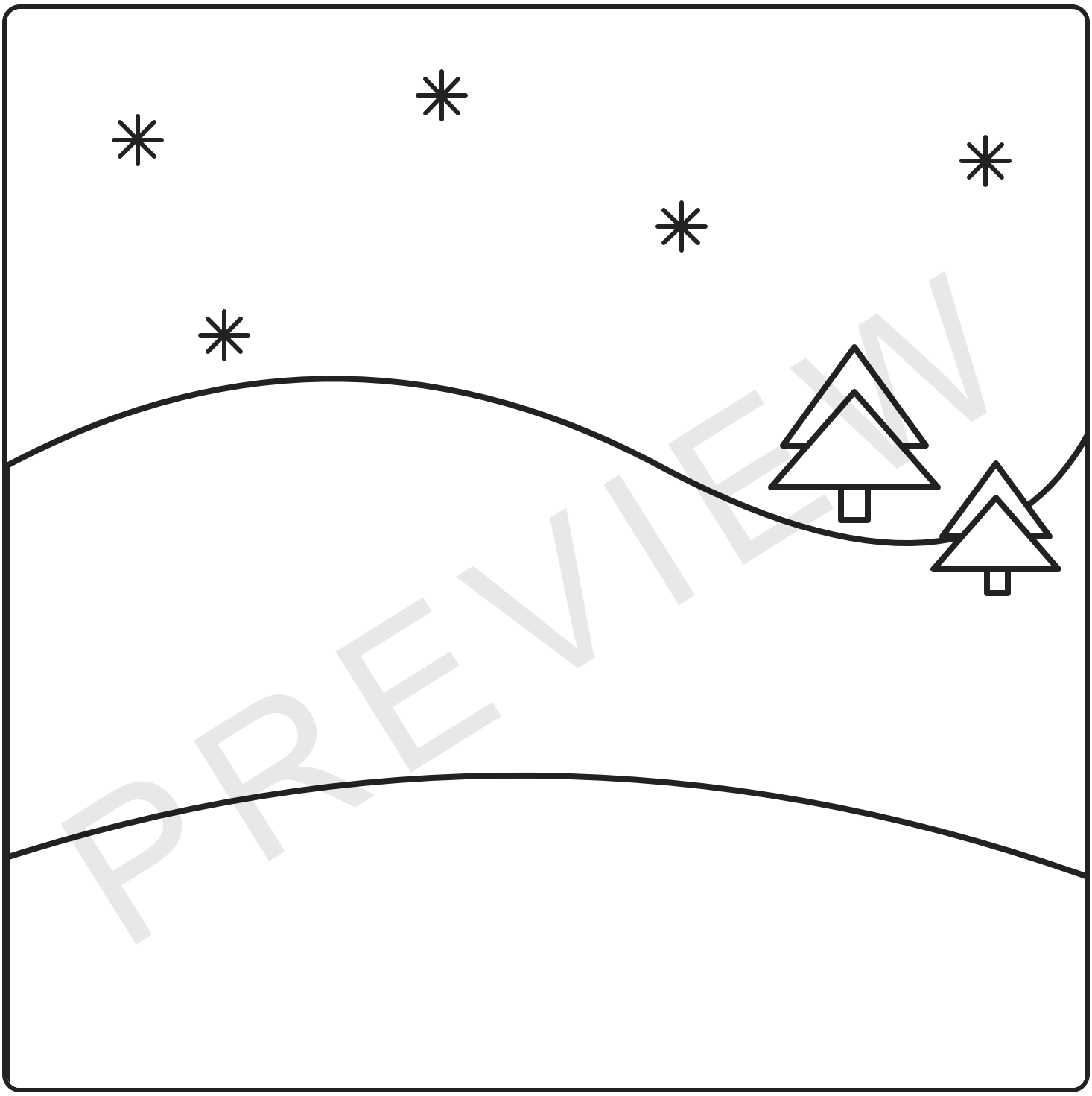


arms

PREVIEW

My name _____

Roll. Draw your snowman here.

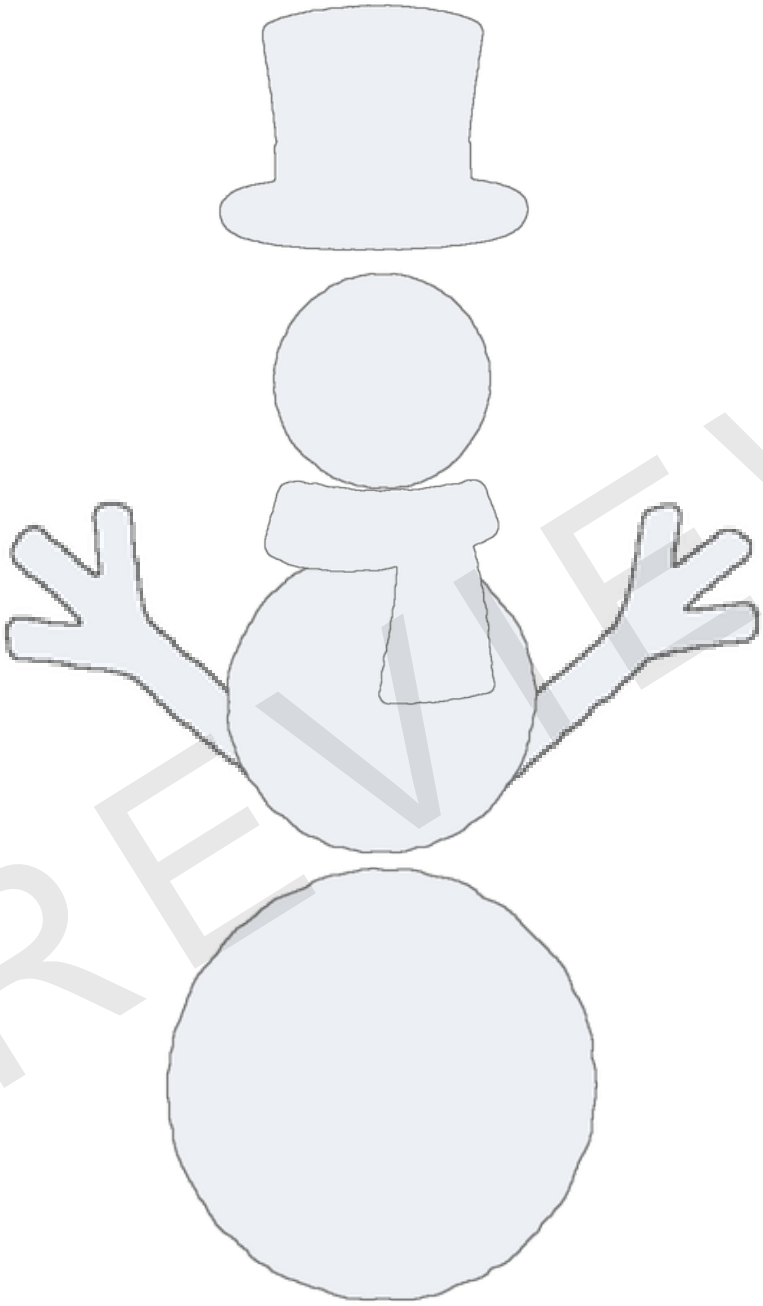


My snowman is named _____

PREVIEW

My name _____

Roll. Add that part to the snowman.

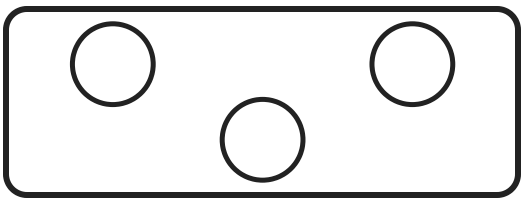


PREVIEW

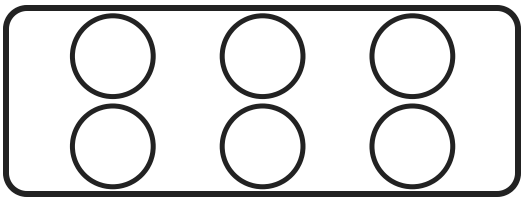
My snowman is named _____

My name _____

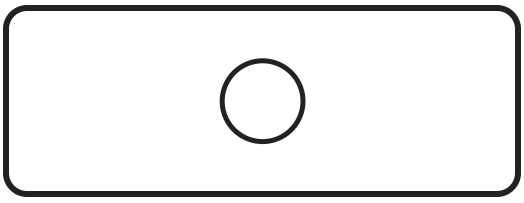
Count the snowballs. Circle the number.



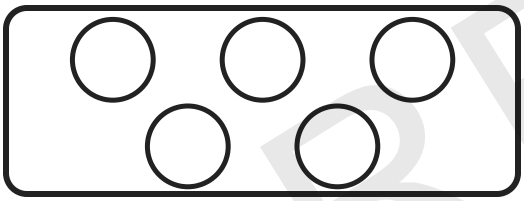
1 2 3 4 5 6



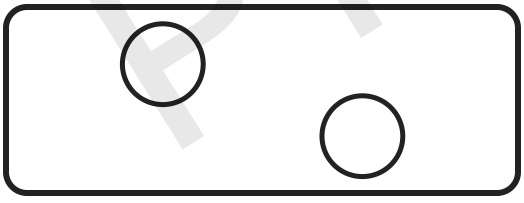
1 2 3 4 5 6



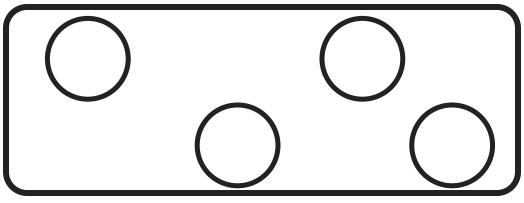
1 2 3 4 5 6



1 2 3 4 5 6



1 2 3 4 5 6

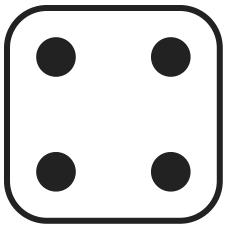


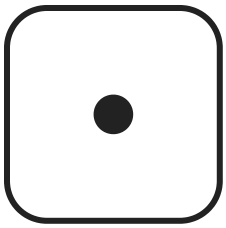
1 2 3 4 5 6

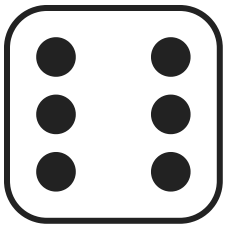
PREVIEW

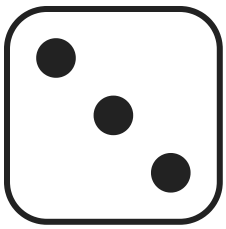
My name _____

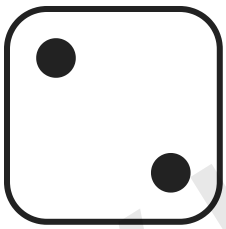
Cut the cards. Pick one. Roll the number.


4


1

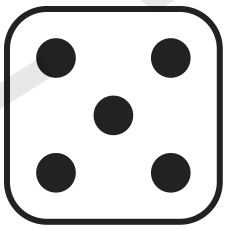

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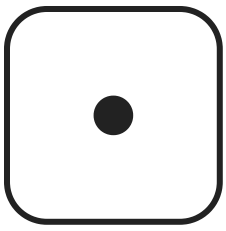

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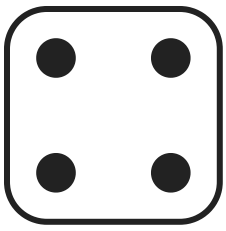

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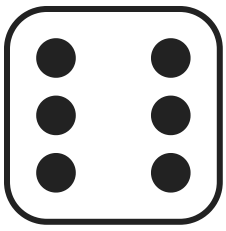

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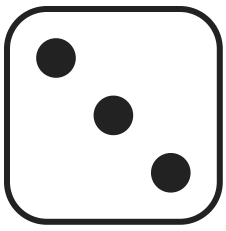

2


5


1


4


6


3

PREVIEW

My name _____

Draw the story. Write the story.

First

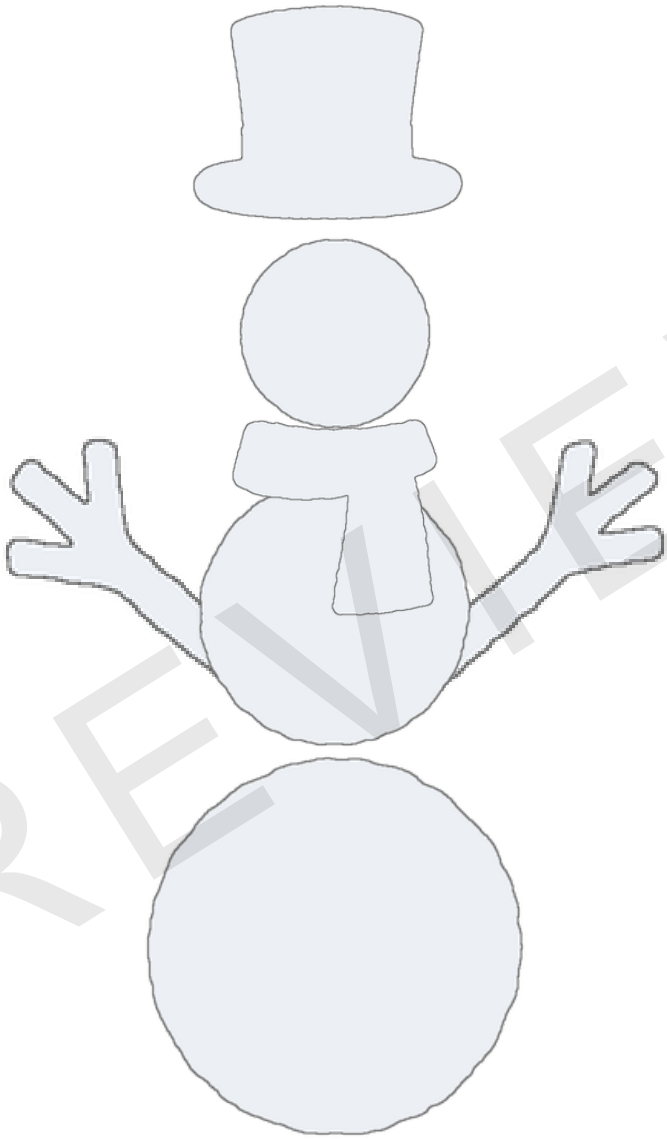
Next

Last

PREVIEW

My name _____

Glue each piece on its shape.



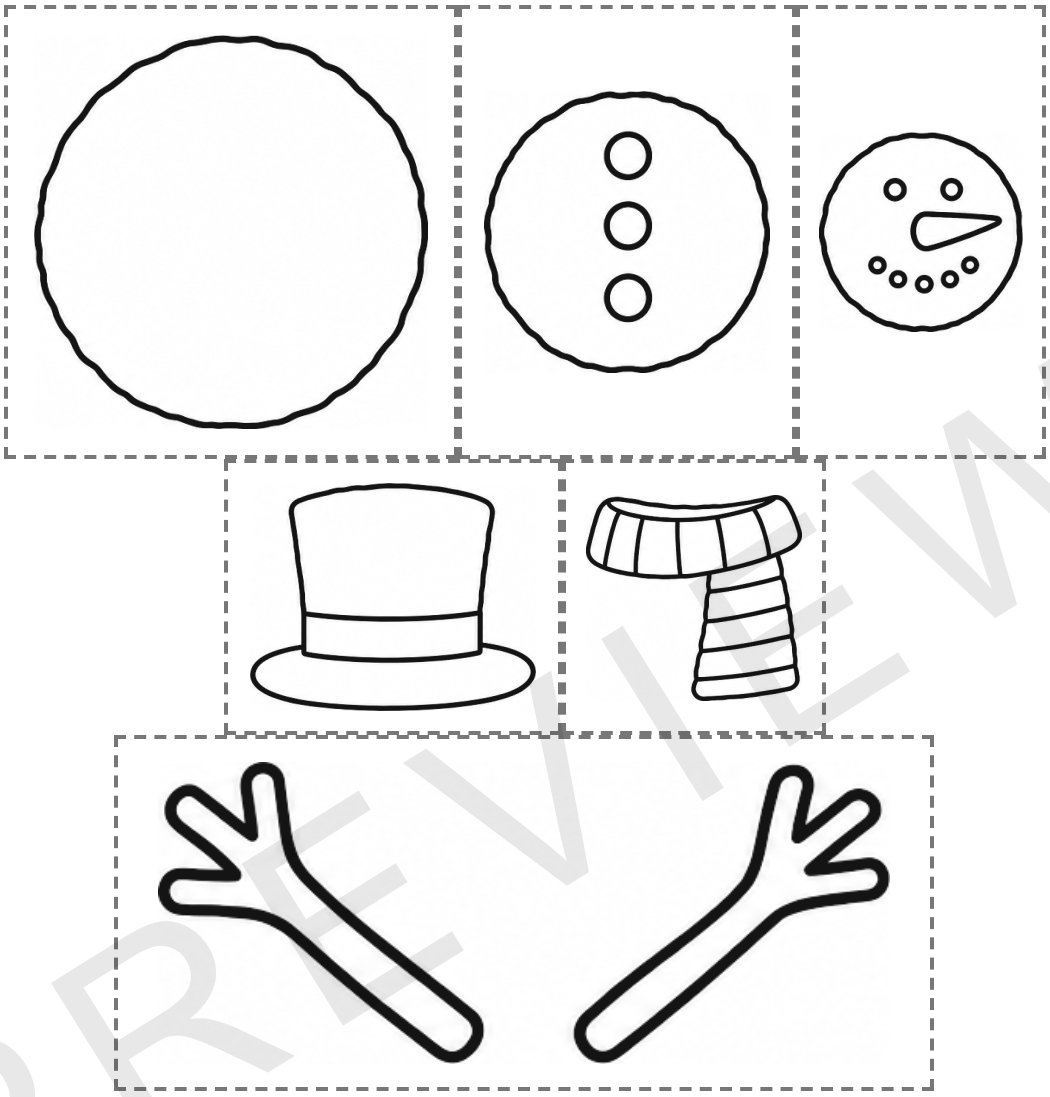
PREVIEW

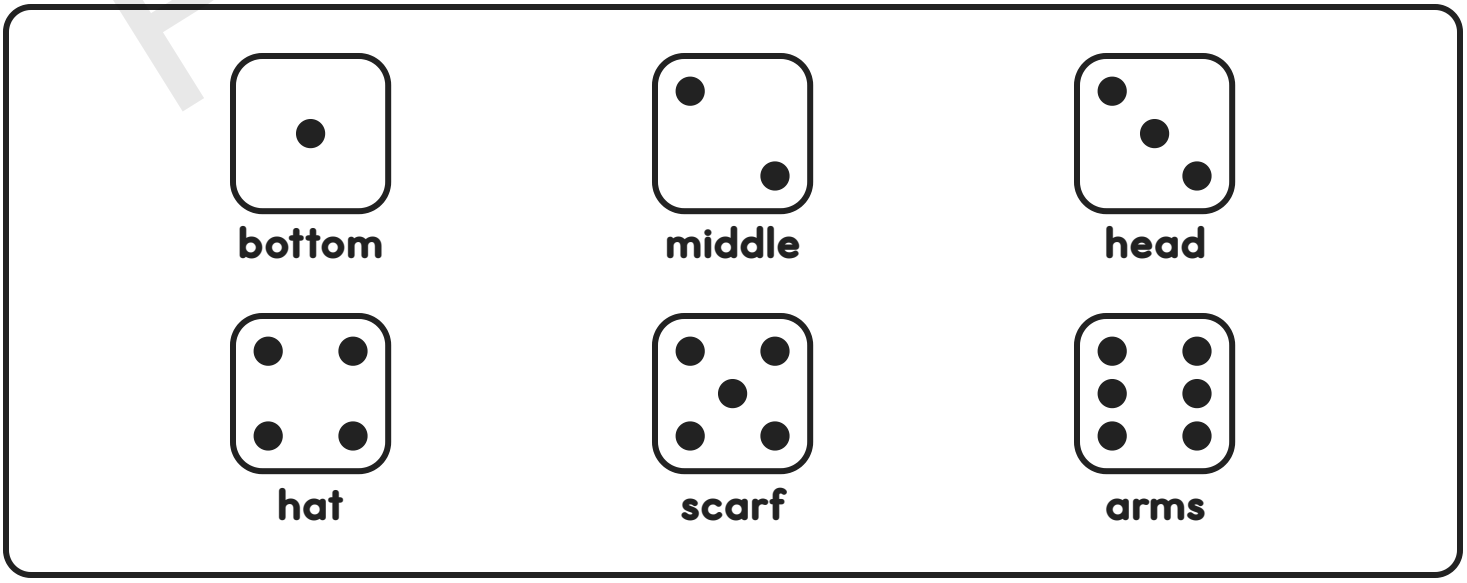
My snowman is named _____

Preview - Bright Path Shed

My name _____

Cut out the pieces. Glue them on the snowman.





PREVIEW