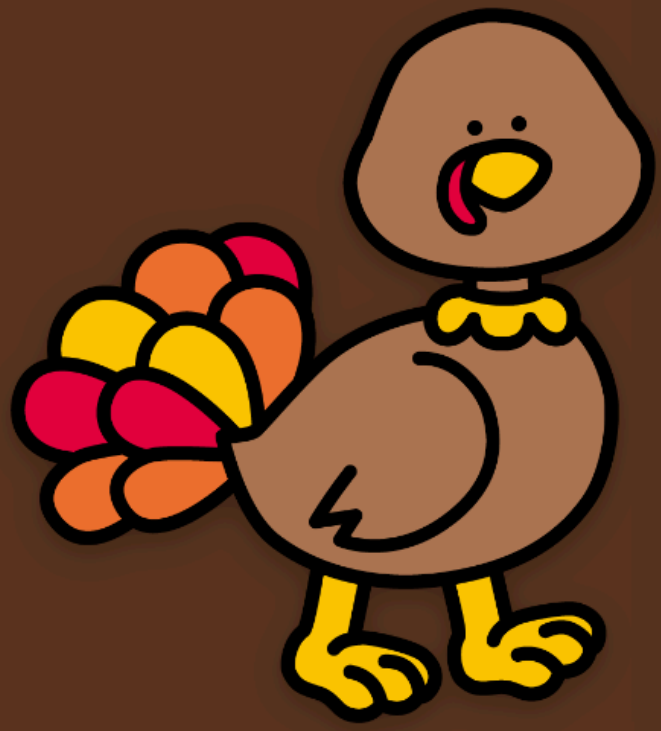
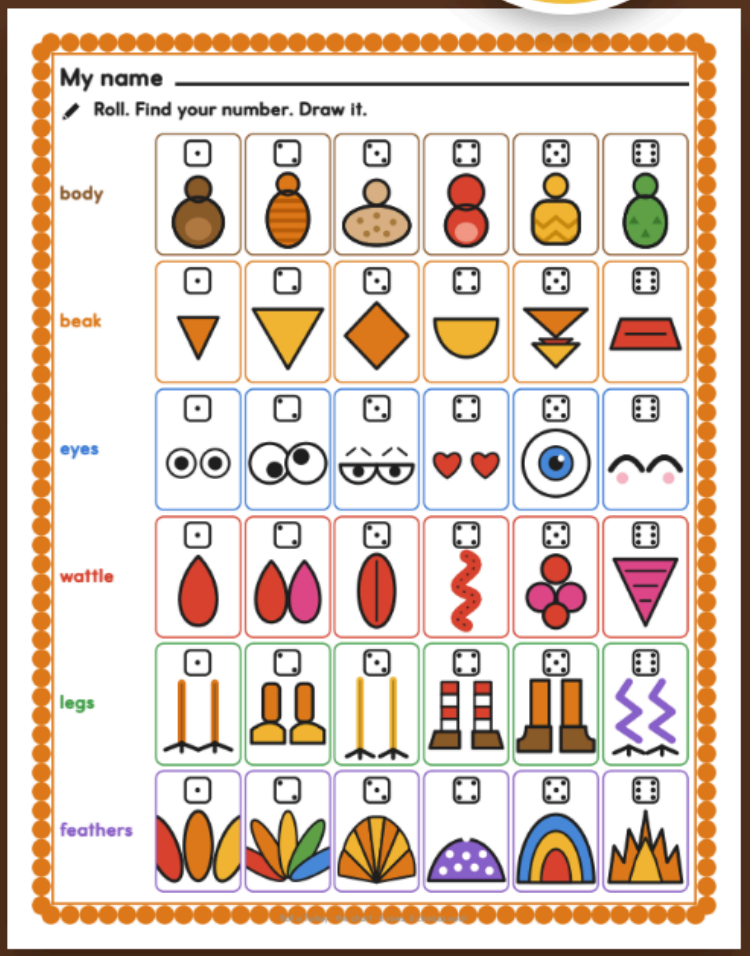
ROLL A TURKEY

6 PARTS X 6 CHOICES

16 PAGES

Roll & Draw Game · PreK-2

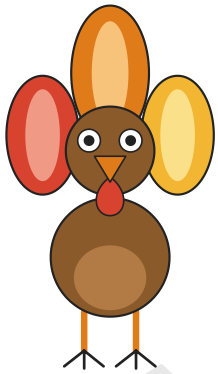




Bright Path Sped

Roll a Turkey: Start Here

How to play



The build-a-turkey page, finished

- 1. **Roll.** Roll a die (or spin the spinner, or pick a number card).
- 2. **Find.** Find that number in the first row of the chart on page 3. That is the body.
- 3. **Draw.** Draw that body. Roll again for the beak, the eyes, the wattle, the legs and the feathers. Six rolls, one silly turkey.

What's inside (16 pages)

- **The chart** (3): 6 rows (body, beak, eyes, wattle, legs, feathers) with 6 options in each row, 36 drawings
- **Roll and draw record sheet** (4); **3 blank scenes** to draw a turkey in (5-7)
- **Counting dots** for PreK (8); **roll and color** (9)
- **Die-free options**: a spinner (10) and 12 number cards (11)
- **Write about my turkey** (12) and **my turkey story** (13)
- **Build a turkey**: 9 colored pieces to cut (14) and the page to glue them on (15)
- Credits (16)

Ways to play

- **Roll and draw.** One die, the chart (page 3) and a scene (5-7). Write each roll on the record sheet (4) if you like.
- **No die?** Print the spinner (10), put a pencil point through a paper clip, and spin it. Or cut the number cards (11), put them in a cup, and pick one.
- **PreK.** Page 8 has the dots counted for you: count, circle the number, color the part. It builds a whole turkey with no rolling.
- **Roll and color.** Page 9: roll, find that number on a feather, color it with the key.
- **Writing.** After the turkey is drawn, page 12 gives sentence frames and a word bank; page 13 is a three-box story.

Levels

● **Starting** pages 8-9 ■ **Building** pages 4-7 ▲ **Ready for more** pages 12-13

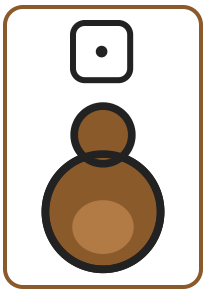
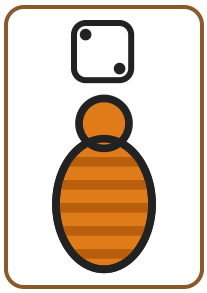
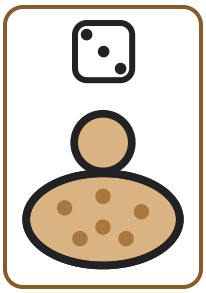
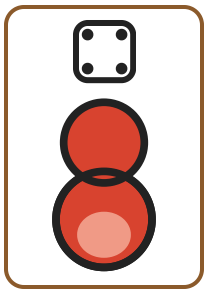
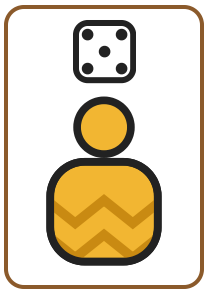
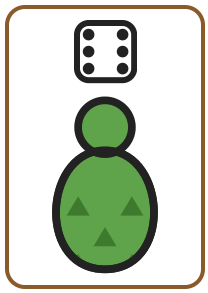
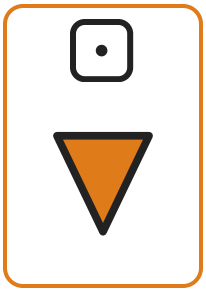
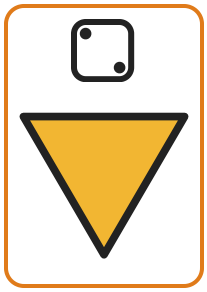
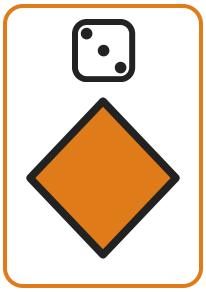
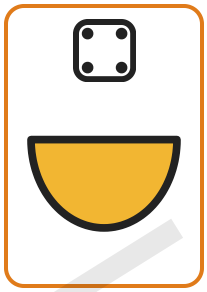
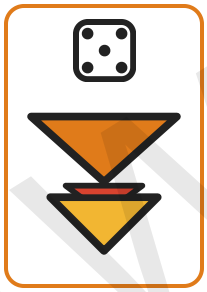
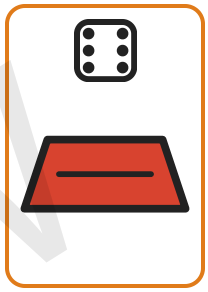
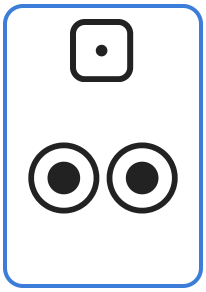
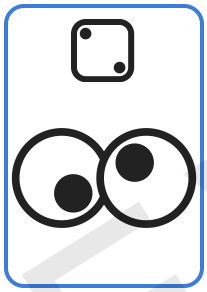
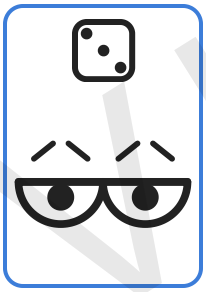
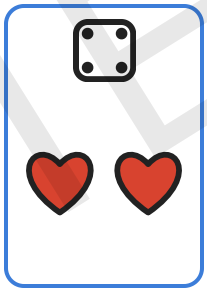
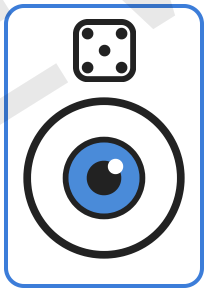
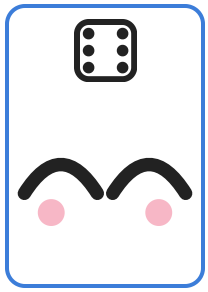
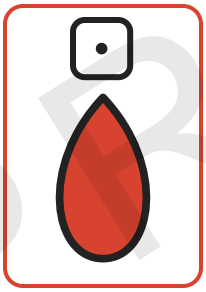
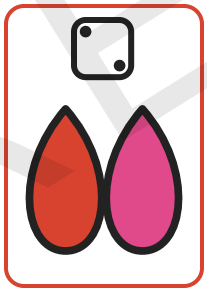
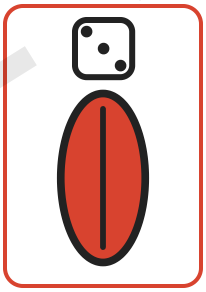
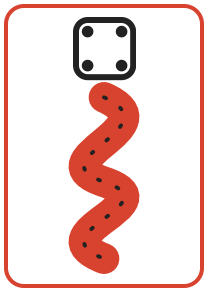
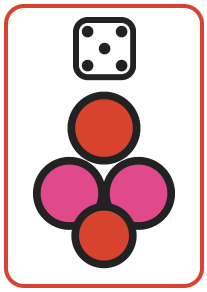
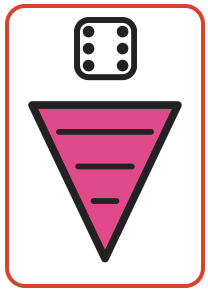
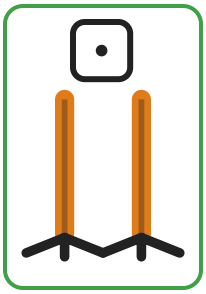
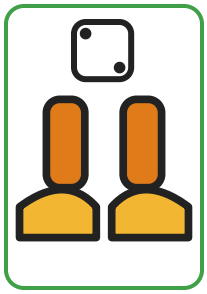
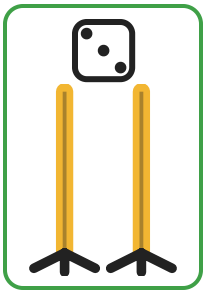
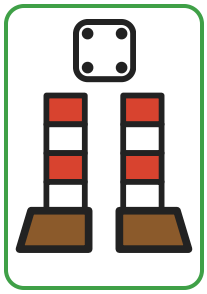
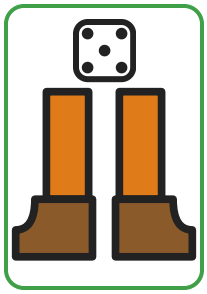
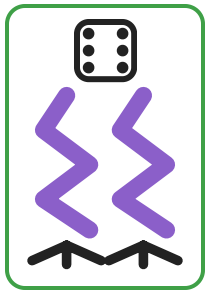
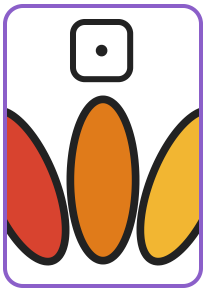
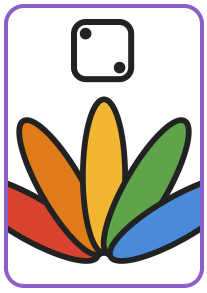
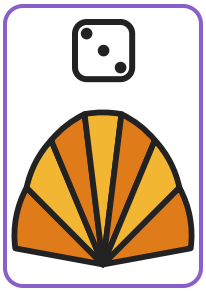
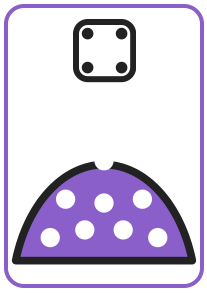
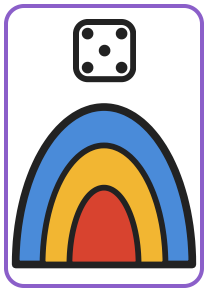
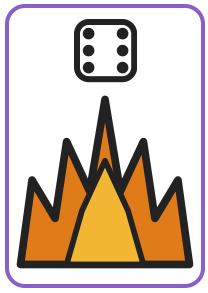
Prep

Print on regular paper; card stock is nice for pages 10, 11 and 14. You need a die (or a pencil and a paper clip for the spinner), crayons, scissors and glue sticks. The cutting pages are grids of equal pieces, so every cut is one straight line.

PREVIEW

My name _____

Roll. Find your number. Draw it.

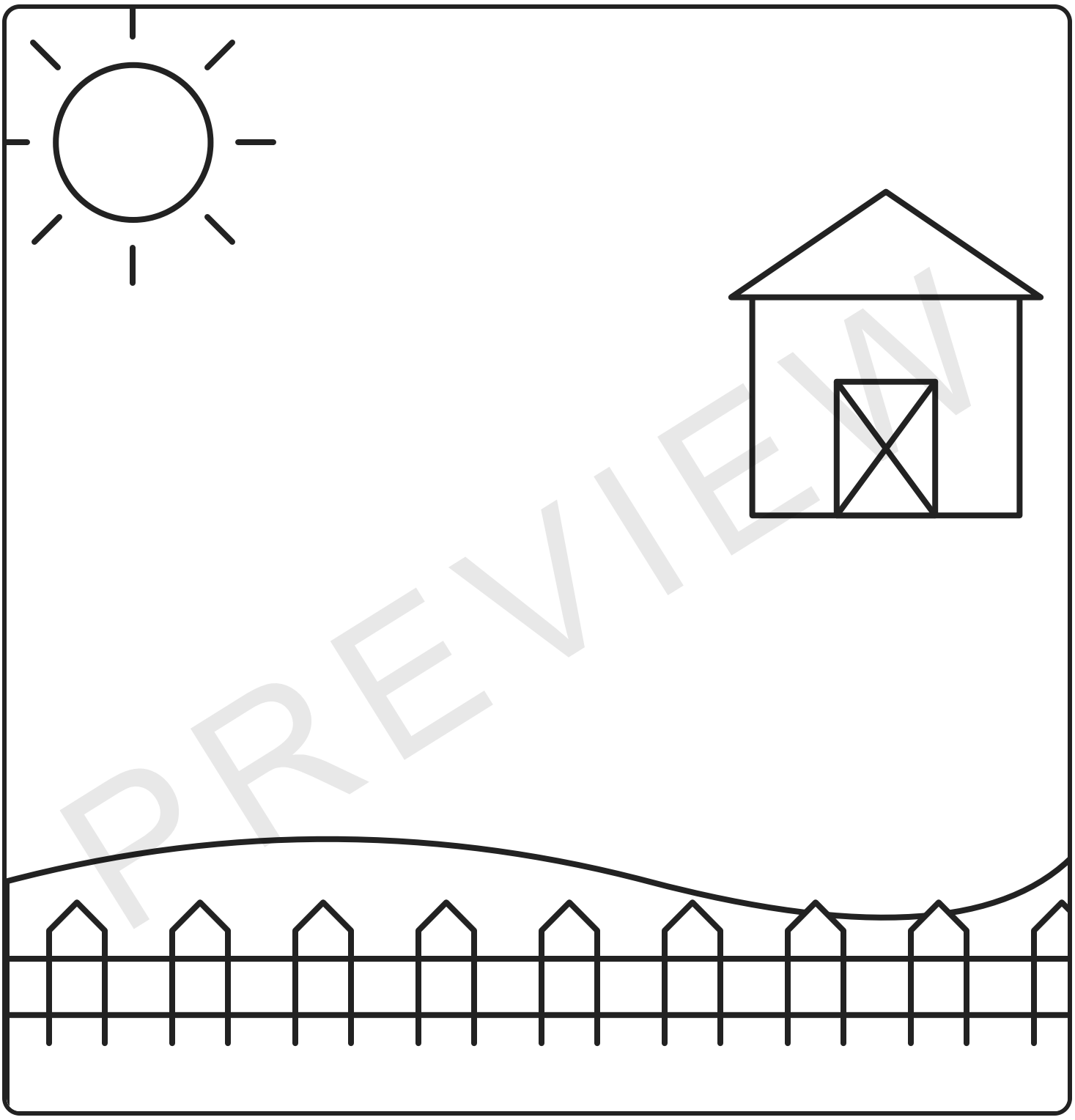
body						
beak						
eyes						
wattle						
legs						
feathers						

PREVIEW

Preview - Bright Path Sped

My name _____

Roll. Draw your turkey here.

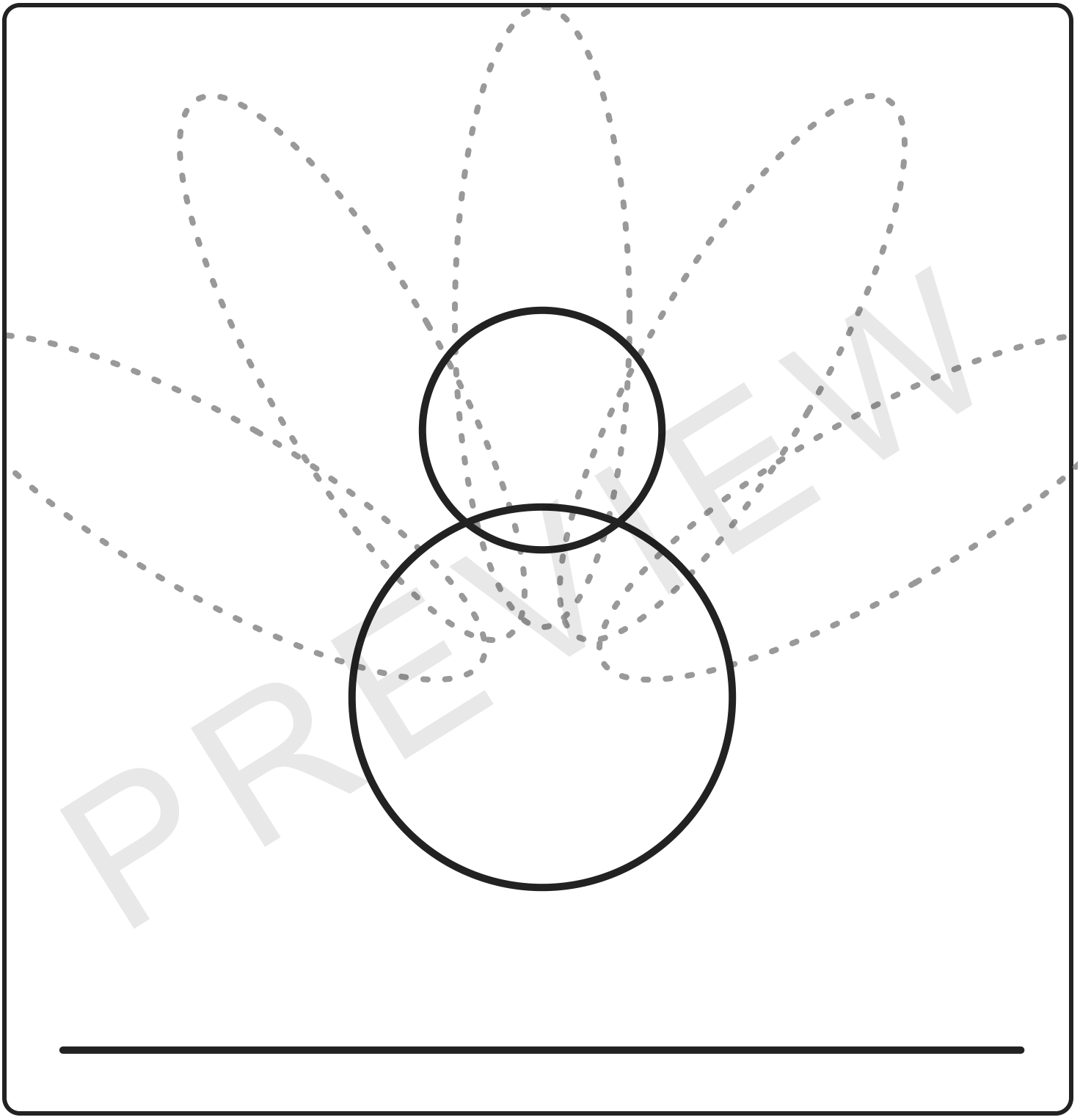


My turkey is named _____

PREVIEW

My name _____

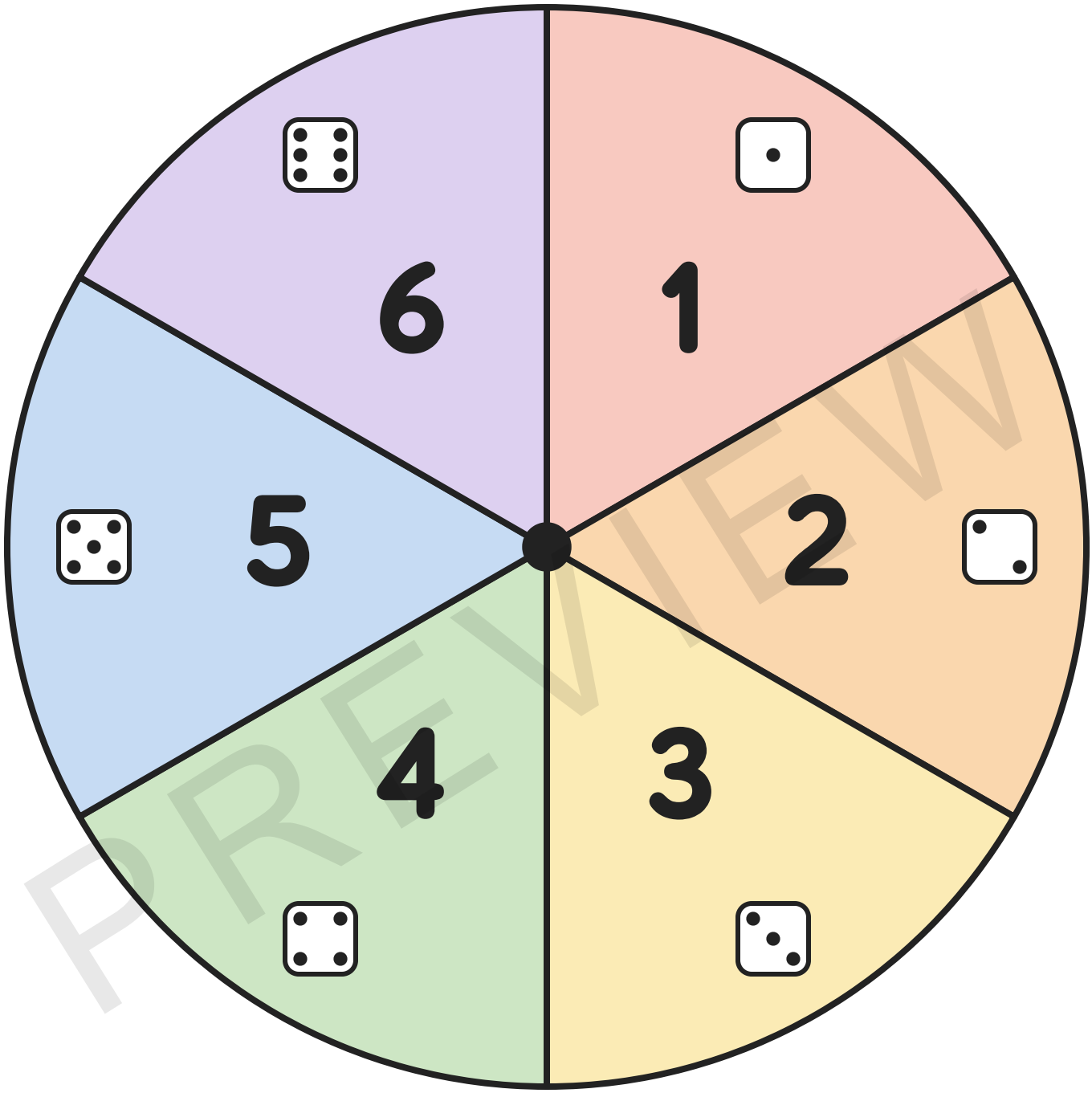
Roll. Add the parts to the turkey.



My turkey is named _____

My name _____

Spin. Say the number.



My spins

PREVIEW

My name _____

Draw it. Write about it.

big small silly brown red feathers legs eyes

My turkey

My turkey is

It has ____ feathers.

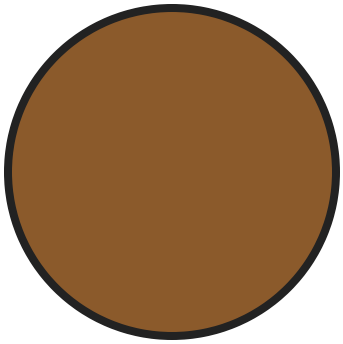
My turkey can

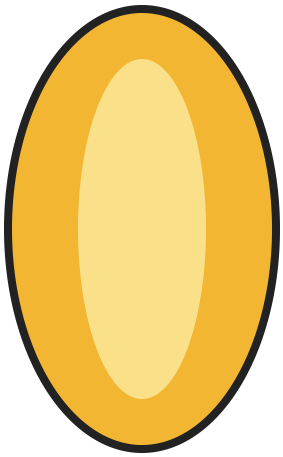
I like my turkey because

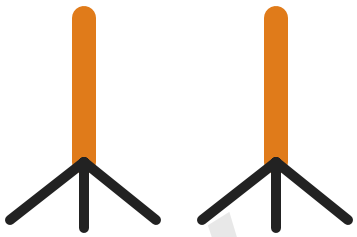
PREVIEW

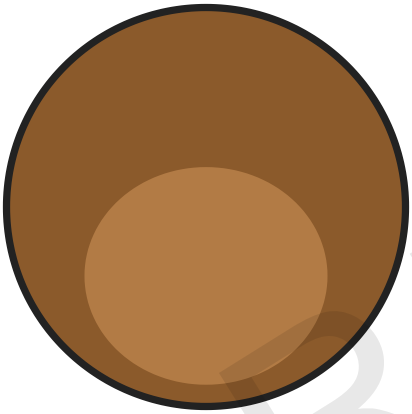
My name _____

Cut out the pieces. Glue them on the turkey.

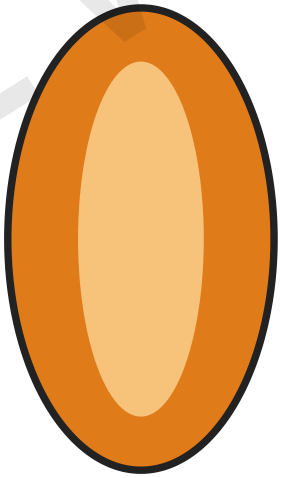






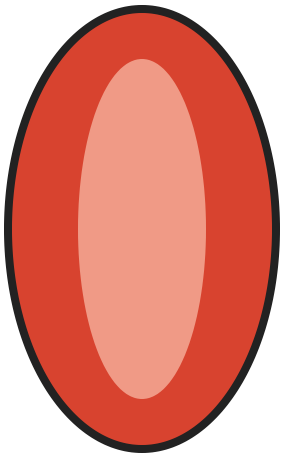












PREVIEW