

Level 1 - Grab them all!



## Game 12 - Level 1

### Feelings

Grab them all!

tired



listen • understand • speak

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## **Game 12 - Feelings - Grab them all!**

**You need** a die and counters.

### **How to play**

All the players place their counters on START.

The first player rolls the die and moves in any direction to the number on the die.

For example: if the player lands on 'hungry' he says, "The boy is hungry." and looks for the matching word card.

The first player to receive all seven 'feeling cards' is the winner.