

# Er.u.d.i.t.i.o.n

**Object:** Move your pawn through the streets and be the first to cross the finish line at the library.

## Contents:

- Game board
- 5 pawns
- 310 cards
- Die

## Instructions:

- The youngest player goes first. Play continues clockwise.
- Roll the die and move that number of spaces. As described below, a player can earn a bonus move by drawing a card and identifying the card's sight word / letter.
- There are four different colored cards so that players with different reading levels can play together. For example, a pre-school child may select from the blue cards, while a 2<sup>nd</sup> grader may select from the red cards.
  - Red cards = advanced level sight words
  - Yellow cards = intermediate level sight words
  - Green cards = beginner level sight words
  - Blue cards = letters of the alphabet
- After correctly identifying the sight word / letter, the player rolls the die and moves accordingly. A player's turn is over after one bonus attempt.
- When experienced readers are playing the game, they can choose a child to identify the bonus card's sight word for them. The experienced reader must then define the sight word and use it in a sentence to qualify for a bonus roll.
- If a player lands on a **stop sign**, she must draw two bonus cards and correctly identify both sight words to receive her bonus move.
- If a player lands on a **yield sign**, his turn is over and he yields his bonus card to the player to his left. For example, if player A lands on a yield sign, his turn is over and player B (sitting to the left of player A) draws a bonus card and moves accordingly. Player B then proceeds to take her normal turn.
- If a player lands on an **all aboard space** he takes a ride on the train through the train station and stops on the other all aboard space. If he has not yet drawn a bonus card on this turn, he may do so and move accordingly.

## Additional comments:

- Erudition means extensive knowledge acquired chiefly from books. The goal of this game is to help children jump-start their road to reading in a fun environment by playing with sight words.
- Cards with two sight words contain irregular verbs (those that do not follow the "ed" rule for past tense).
- When using the blue cards focus on recognizing the letters and their related sounds, which are indicated by the bold font and underline.
- The board is designed to move your child's pawn in the same direction we read. Please note this to beginner level players to reinforce that we read left to right and top to bottom.