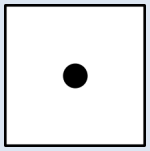
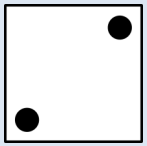
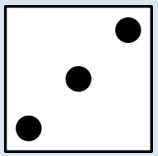
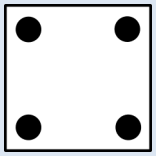
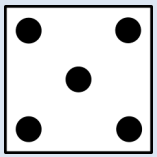
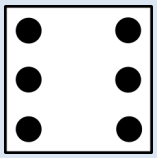
# Roll and Read

Roll a dice, find the corresponding value on the table and read the word beside it. For example if I rolled a 1, I would read the word '**make**. If you get it right you can score out the word. If you make a mistake, roll the dice again and try the read the word again the next time you get that value.

| | | | | | |
|---|---|---|---|---|---|
|  | make | play | like | has | see |
|  | no | like | see | look | made |
|  | made | had | make | no | one |
|  | play | see | has | like | had |
|  | has | no | one | made | look |
|  | look | make | play | had | one |