

## Around Town ~ Community Helpers & Compound Words

Meet all the community helpers around town! Start with seven "Word" cards each person. Try to match two words together to make a compound word that is a community helper or something a helper uses. (See list below.) For each match you make, receive one "Community" card. Roll the die and walk around town. Collect "Community" and "Word" cards as you go.

Pick up a "Community" card when you see the picture below. At anytime you have a new compound word, place it down during your turn to receive another "Community" card. If you land on "Helper Card", pick one up and do what it says. The person with the most matches at the end is the winner.

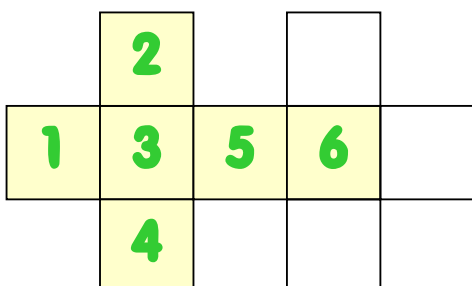


Possible combinations: airport, ballplayer, anchorperson, beekeeper, blackboard, bookmobile, breakfast, classmate, cowboy, cupcake, darkroom, dishwasher, dogcatcher, doorman, dressmaker, drugstore, drumstick, eyeglasses, firefighter, fishermen, ghostwriter, hairdresser, handyman, housekeeper, landlord, lifeguard, locksmith, lumberjack, mailman, matchmaker, midshipman, payroll, policewoman, quarterback, salesperson, schoolteacher, sportsman, stateswoman, stockbroker, stockholder, storekeeper, tradesman, watchdog, weatherperson, weightlifter, woodcarver, yachtsman

Created by Pamela @ JOY Christian School <http://www.homeschoolblogger.com/joyfulschool/>



# Around Town



Print all cards, boards, and pockets on tagboard for extra strength.

Game Die: cut out all boxes together; fold on all the lines; glue number boxes on top of blank boxes to hold the cube together.

Cover and directions may be glued onto the front of a file folder, the game board inside, and the pockets inside or on the back.

Word cards may be used by themselves to create compound words.