

Making the Game

Go to the Dam is made and played about the same as *Get Tup to the Hall* and *Into the Cave*.

You can use any of the game boards with any Step of phonics materials. As you introduce new phonics rules and skills, change the Tup Cards you are using. You can also create your own Tup cards (as well as Pig, Chicken, Bat, and other “special” cards) by creating them with the Word doc you can download or writing on blank cards. If you laminate your cards, you can personalize them before lamination. After the cards are laminated, you can write on the laminated cards with a wet erase pen. They are like dry erase pens except you need water to clean them so they don’t usually smudge.

If you want to use these games for skills besides reading, possibly math facts, then create your own cards with blank Tup cards.

Printing the Boards

I print our boards at our local library. As I type this, they charge ten cents per side for color copies.

Each gameboard prints on four 8.5 x 11 sheets of paper. If you are laminating the board, trim off the excess paper, laminate, match the board pieces, and tape them together. If you aren’t laminating, you may want to just trim some of the sides so you can tape the pieces onto the white trim of another piece for more stability.

Making the Die (singular dice)

We tried playing this with a die from another game. We rolled too many high numbers so not a lot of reading happened. Thank you to my good friend Erin at royalballoo.com for jumping in and making me the die pattern.

If you don’t laminate it, it might last a game or so. If you make it from cardstock, it might last a bit longer. Ours is laminated and has been played with many times. It’s a bit hard to fold, so you might want to lightly score inside along the fold lines. If you don’t have a way to score it, you can fold it along a ruler or desk/table edge to make it easier to fold.

I used scotch tape on the outside when I made ours and the ones I gave to my co-op students. Trying to tape the inside tabs didn’t work for me.

Making the Characters

We play with characters we already made for *Get Tup to the Hall*. If you haven't created them yet, here are the directions:

The characters will stand upright whether or not you laminate them.

1. Cut along the dotted line.
2. Fold them in half between their heads.
3. Fold the solid line under their feet away from the character. This will make a platform for them to stand.
4. Tape the sides of the character's rectangle. This will stabilize them.
5. Make Tup so he can join you on your journey.

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