DOG ON A LOG
Get Tup to The Public Hall for Tomes of Tales

Many animal shelters and libraries have programs where kids can read to the animals. For shelter animals it calms them down and relieves their boredom while they wait for their forever families. For library dogs, this is their job. They love feeling important when kids read to them.

Tup is usually running through the desert and having adventures with Jan and her friends. However, he loves when kids read to him so much that once a week, he goes to the library so kids can read to him. The library in his city is called The Public Hall for Tomes of Tales.

In this game, Jan and her friends are taking Tup to the library. Will you go with them? Will you read to Tup?

Does your city have a shelter or library that needs you to come read to the animals? Dogs love any book. Some especially like books with Tup in it. Most cats will sit quietly and listen to you read them *Chad the Cat, The Junk Lot Cat, Tolt the Kind Cat,* or *The Mascot.* They like other books as well, those just happen to be some cats favorite books.

Playing the Game

Abbreviated Directions: 1. Start on the green dot. 2. Roll the die and move that many places forward. 3. If you land on a Tup card, read the Tup card. (If you are using rhyming cards, rhyme the picture you see.) 4. If you get a chicken card, follow the directions on the card. 5. The game is over when everyone gets to the red dot.

Story-Style Directions: Choose your character. Are you Jan, one of her friends, or maybe one of Tup's friends? Make a stack of Tup cards and a stack of chicken cards.

One of the chickens wants to come with you. Chickens aren't very good at following directions so she's wandering all over the path.

Start at the green dot with Tup in the wagon. Roll the die (that's what one dice piece is called) and move that many dots forward. Make sure to bring Tup with you.

Tup likes to stop along the path so you can read to him. When you get to a dot with Tup, pick the top Tup card and read it. If you are using rhyming cards, say a word that rhymes with the picture on the card. You can also make up Tup cards for math problems, questions to answer, or other activities.

If you land on a dot with the chicken, you can try and catch her. She might come to you if you land on a chicken spot and do what the chicken card says. However, as good as you are, she is still a chicken and will probably just run up the path. If she runs to somewhere else on the map, follow her and wait there until your next turn. There's a good chance you probably won't catch her even when you follow her.

If you get to the dot that takes you to see Al the Elk, go say hi to him and see if he will take you for a ride. On your next turn, come back to the path.

If you stop at the dot at the Hat and Bug Shop, see if want to buy a bug while you wait for your next turn.

When you get to the cave, you can choose to go inside or not. If you don't go in the cave and you land on the Cave Exit, you can look down the hole or you can stand on the ladder while you wait for your next turn.

The game is over when everyone gets to The Public Hall for Tomes of Tales. You can quit now or you can read more to Tup. He hopes you'll read to him. Then, if you want, you can walk back home to the green dot and read to Tup along the way.

If you have the Cave Board

You can play with one or two gameboards at a time. If you play with one board, you can go with Tup and the kids to explore the cave. This is a safe cave so you can go into it by yourself as long as your mom or dad say it's OK. The game is over when you climb the ladder at the Cave Exit. Tup will probably want to take a break from all that exploring so you can read to him.

There are two versions of the Cave Board. One board has chicken dots, the other has bat dots. If you play with the chicken version, keep trying to catch that chicken by doing the activities on the chicken cards. If you are playing with the bat version, you will take the top card from the stack of bat cards. These cards show you what you see while you are in the cave. Can you act like what you see on that card? Maybe you can play charades and see if everyone can guess what you are.

If you play with both boards, you enter the cave from the first board no matter how many spaces you rolled on the die. Move your character into the cave and follow that path. (You can switch to your character that has a cave helmet if you made them.)

When you get to the ladder, climb it and go back to the first board and finish the game at The Public Hall for Tomes of Tales. When the game is done, Tup would like you to keep reading to him.

You can download FREE flashcards, gamecards, Word docx gamecards that you can personalize to your students, *Into the Cave* Gameboard, and more at www.dogonalogbooks.com/printables.

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