Give the mouse a cookie

Needs: a dice and for each player a counter.

Start at the mouse. Throw the dice and take your steps. Make a word with a the digraph you land on.

The one who reaches the cookie first is the winner.

ch
th
kn
ch
gh
th
kn
sh
wr
gh
wr
wh
ph
sh
wh
wr
kn
ch
ph
ph
sh
th
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gh
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ch
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th