

READING ROADWAY USA™



Contents:

- Game Board,
- 144 Question Cards,
- 30 Souvenirs, 4 Cars,
- Tornado Top, and
- Spinner.

Question cards only reference the 48 continental states.



For a dealer near you, call:
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WARNING:
 CHOKING HAZARD - Small parts.
 Not for children under 3 years.

Introduction:

Reading Roadway combines reading comprehension, fluency and listening skills in one exciting game! There are 144 question cards focusing on facts, definitions, and deductive reasoning to expand your knowledge of the United States. Make sure you listen carefully so that you can correctly answer the questions and travel around the US collecting souvenirs. Don't forget to keep your eye out for a tornado that could complicate or help your travels.

DISCLAIMER:

The questions marked with  are **Deductive Reasoning questions. They have more than one possible correct answer. If an answer is questionable, the players should vote on it or ask an adult.**

Object of the game:

Be the first player to collect four souvenirs, one each from four different regions, and return to your home state.

Set-up:

1. Put all the souvenirs in a pile to the side of the game board.
2. Remove the box of question cards from the game box and place them to the side of the board.
3. Choose a car color and place it on the state that it matches:
 - Red** - Pennsylvania
 - Green** - Utah
 - Blue** - Wyoming
 - Yellow** - Arkansas
4. Have one player spin the spinner to see who goes first. The direction the arrow points will indicate who goes first:
 - North** - the player whose car is located in the northernmost state (Wyoming) goes first.
 - East** - the player whose car is located in the easternmost state

(Pennsylvania) goes first.

South - the player whose car is located in the southernmost state (Arkansas) goes first.

West - the player whose car is located in the westernmost state (Utah) goes first.

5. Play continues to the left (clockwise).

The Spinner:

1. The spinner shows both the direction and the number of states (spaces) to move.
2. In order to move to another state (space) it must be touching the state your car is on presently.

For example, if your car is on Illinois and you spin the number 3 and letter W (west) you may choose to move your car to Missouri (1), then Kansas (2), then Colorado (3).

How to Play the Game:

1. On your turn, spin the spinner and move the appropriate number of spaces in the direction indicated.
 - If you can't move all the spaces that you have spun, move as many as you can.
 - If you can't move in the direction you spun, spin again.
2. From the card box, choose a card from the state on which you landed.
3. Read the paragraph of the card aloud.
4. Now, read only the question that corresponds to the number on the spinner.
 - All players, including the reader compete to be the first to answer the question.
 - Listening players must wait until the reader is finished reading the question to call out an answer.
 - Be sure everyone who wants to has a chance to answer the question.

5. After all players' answers have been given, check the correct answer on the back of the card.
6. The first player to correctly answer the question takes a souvenir that matches that state's color from the pile. You can collect more than one souvenir from a given region.
 - If all souvenirs from a region have been taken, choose a souvenir from another region.
 - If there is a tie, all players with correct answers take a souvenir.
7. If no answer is correct, no souvenir is taken.
8. Return the state card back to the box to be used again. On your next turn, spin and move again.
 - If any player lands on the same state and gets a previously asked question, it is ok to answer again.
9. It is now the next player's turn.

Tornado!

What to do when you spin a tornado on the spinner:

1. Spin the tornado top anywhere on the map.
2. Follow the directions on the tornado.
 - Swap** - Swap one souvenir of your choice with any other player. If no one has a souvenir to swap, spin the tornado top again.
 - Lose** - Put any one of your souvenirs back in the pile.
 - Choose** - Take one souvenir from the pile for any region.
 - Take** - Take a souvenir of your choice from any other player. If no other player has a souvenir, take one from the pile for any region.
3. If you spin a tornado and you have all four souvenirs, you can instantly go back to your home state to win the game!

If your car is bumped by a tornado:

- Take a free souvenir from the pile for the region where you landed. If all the souvenirs from that region have been taken, choose a souvenir from another region.
- If you were bumped off the US by yourself or someone else, on your next turn, re-enter the US anywhere you choose and answer question #1 from that state.
- If you bumped your own car off the US, you do not follow the tornado directions.

How to win the game:

- Collect a souvenir from four of the six regions (four different colors) and be the first to return to the state in which you started.
- How to get back home once you have collected four souvenirs:
 - Be lucky enough to spin the direction to travel home state by state.
 - Spin a tornado on the spinner and return home immediately.
 - Get bumped off the map by a tornado, and re-enter on your home state.

Special notes:

- Try reading aloud the questions you will be answering before reading the paragraph, so you know what to listen for.
- For a longer game, collect six souvenirs (one from each region).

Alternate game play:

- To build listening and comprehension skills, the teacher can read the cards aloud to the whole class. The class can compete to answer the questions correctly, or they can be used as a test.
- To practice fluency, teachers can work with students individually as they read the same card repeatedly. Teachers should look for expression, intonation as well as speed and accuracy.