

drop	stop	take	hop	tick
pick	jump	pop	shop	mark
tickle	run	skip	like	rest
shake	hurry	rot	make	think
wriggle	carry	fall	pile	hit

dropping	stopping	taking	hopping	ticking
picking	jumping	popping	shopping	marking
tickling	running	skipping	liking	resting
shaking	hurrying	rotting	making	thinking
wriggling	carrying	falling	piling	hitting

Take a card	Take a card			Take a card	Go back two places		Take a card		End
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Miss a go	Take a card	Move forward one place	Take a card		Miss a go	Take a card		Move forward one place	Take a card
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									Take a card
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	Take a card		Go back two places	Take a card		Take a card	Take a card		Take a card
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Take a card									
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		Take a card		Miss a go			Take a card		
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Start		Take a card	Move forward one place	Go back two places	Take a card	Take a card		Go back two places	Take a card
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Instructions

Game 1

Cut out the two sets of cards and play pelmanism

Game 2

Cut out the two sets of cards and glue back to back.

Take it in turns to move around the game board. If a player lands on a “Take a card” square they pick a card off the pile and spell the ‘ing’ form of the word. They turn the card over to see if they are correct – if they are they keep the card, if not they put it at the bottom of the pile.

The player with the most cards when somebody reaches the End is the winner.