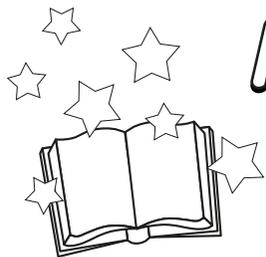


Alphablocks Explorer



Can you remember what the Alphablocks made to help them with the race? Look back at the activity booklet and try sounding out each word again.



Colour if you've done it.



Make a racing course in your home and place the Alphablocks cut-outs from your extra sheet along the track. Ready, set, race! When you get to an Alphablock, pick it up and shout a word beginning with that letter. Can you collect them all before you reach the end?



Colour if you've done it.



Use the counters and Alphablocks from your extra sheet to tell your very own story!



Colour if you've done it.

Well done!

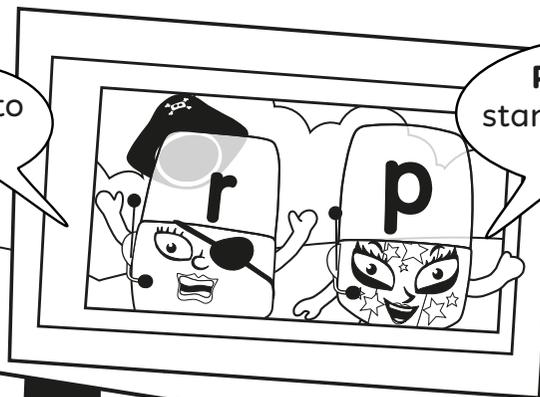
For your next mission, find the episode 'Farm'



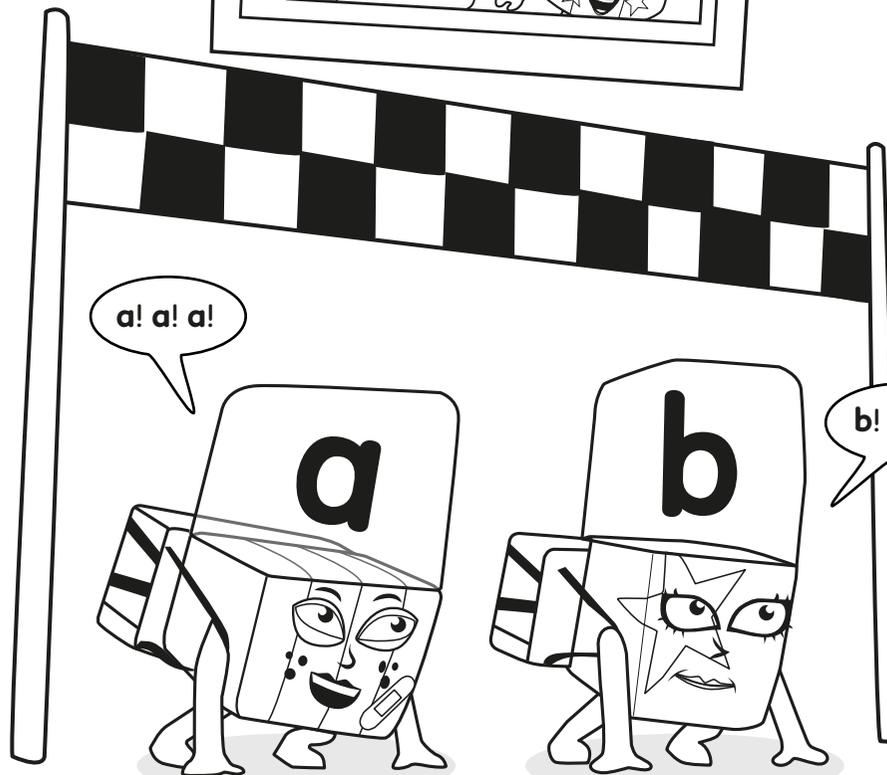
Starting line

Colour to get **A** and **B** set for the start of the race.

Ready to race?



Pop to your starting positions, please.



a! a! a!

b! b! b!



Level 2



CVC Word Magic



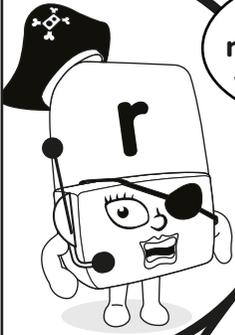
Around Alphaland in a Day

Find your snip-outs and how to play on your extra sheet.

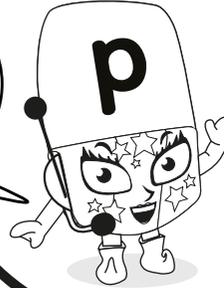
Around Alphaland in a Day

Have fun playing a racing game around Alphaland with A and B.

There are plenty of pals who will point you the right way!

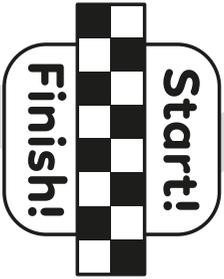


Run, ride or row! Race any way you can.



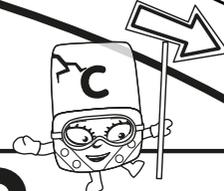
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22



1

2



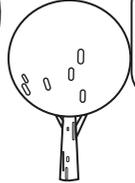
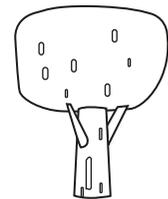
3 Running is tiring! C can help make something to catch a ride in! Swap your counter!

4

20 The Yak needs a snack. Time to run! Swap back to your A and B counter.



Make you **Word Magic** here!

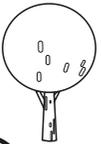
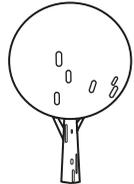


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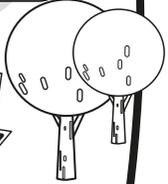
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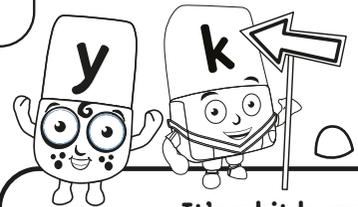


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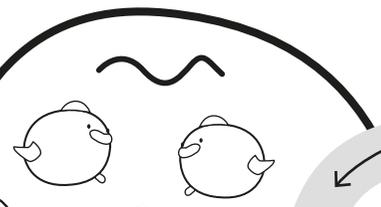
17

16



15 It's a bit bumpy. Make someone who can help them get across the rocks. Swap your counter.

14



12

13

11 Make something that will get the friends across the sea. Swap your counter.



8 Uh oh, flat tyre! U and S can help make a new vehicle. Swap your counter!

10

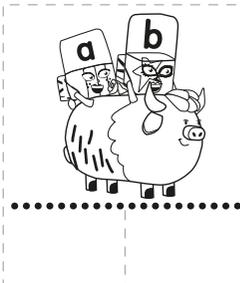
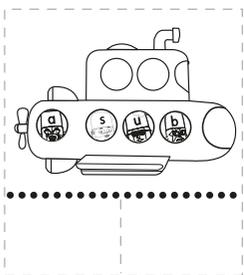
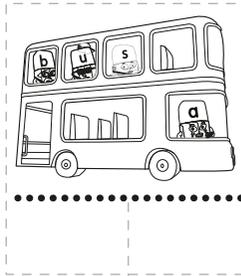
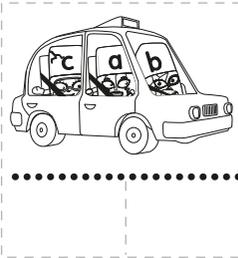
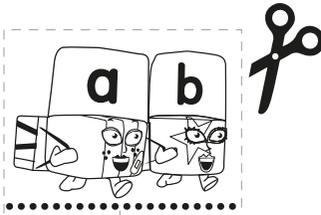
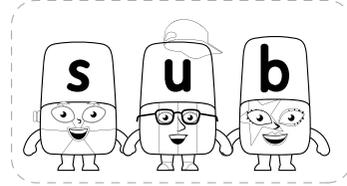
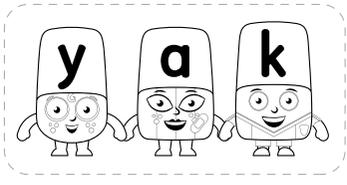
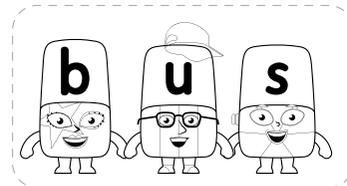
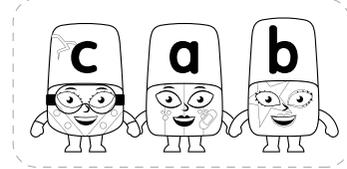
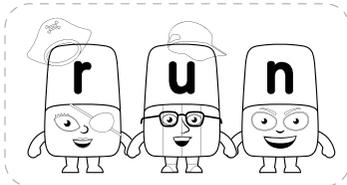
9

Snip-outs

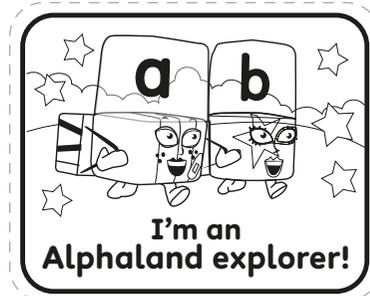
Colour and cut out these bits, then use them inside your booklet!

How to play:

1. Colour and snip out everything on this page, and find a dice.
2. Place your A and B counter on the starting line. Roll the dice to move along the board.
3. If you land on an instruction space, make the Word Magic in the middle of your map, then swap your counter for the thing you've just made.
4. Keep going until you reach the finish line. Go around as many times as you like.

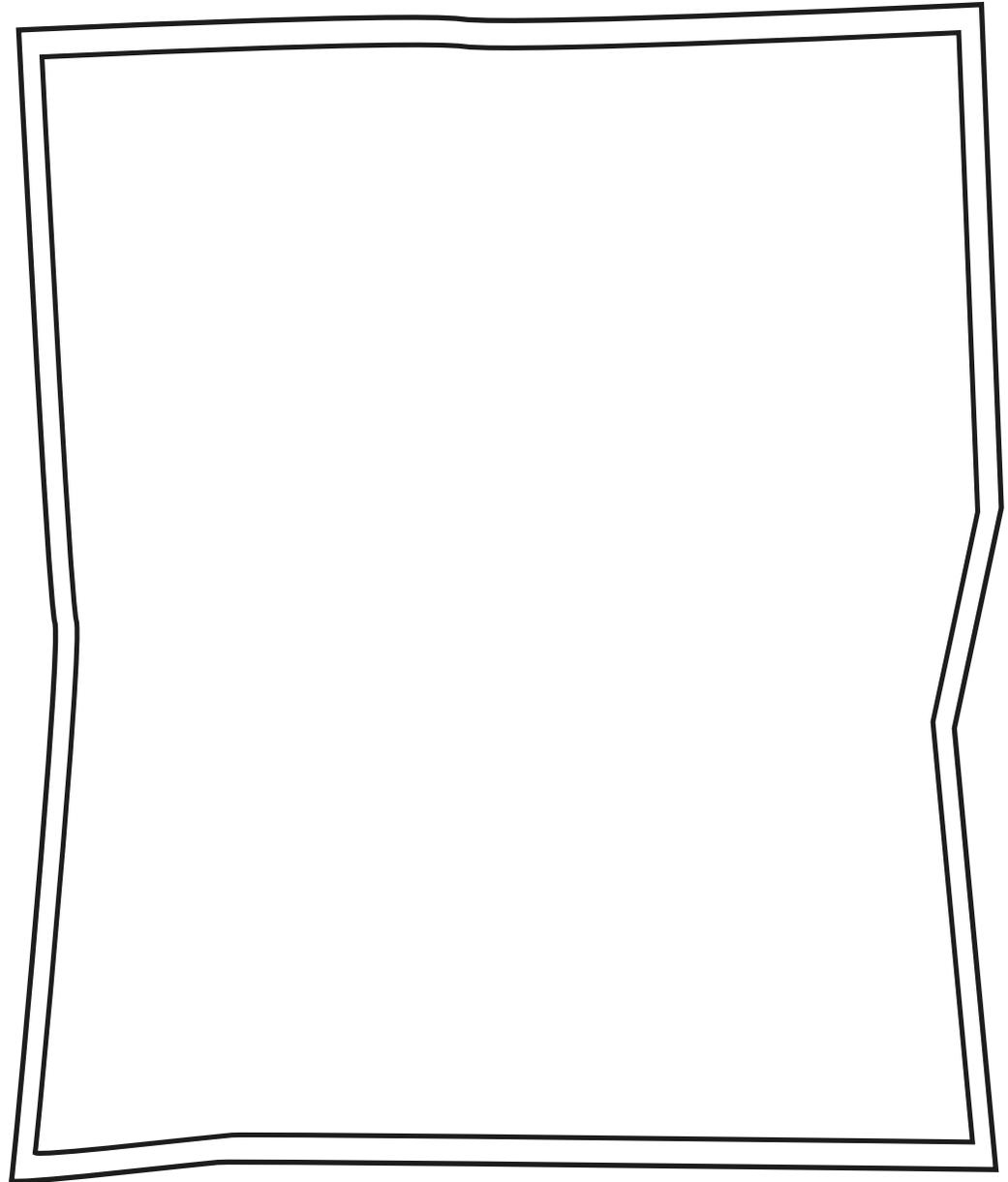
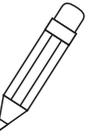


Brilliant!
You've earned a badge.



Your map!

Doodle to make your very own map to race around.



Use your Alphablocks to do Word Magic, and use the counters to move around your map.