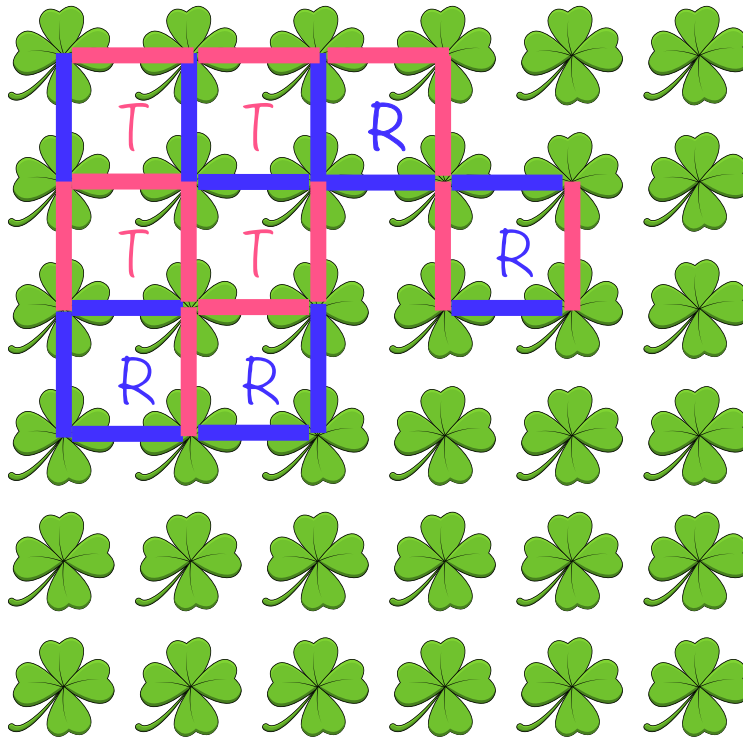


Catch the Clover



Directions:

Player 1 (blue) joins any two clovers with a horizontal or vertical straight line.

Player 2 (red) then makes another horizontal or vertical straight line.

The goal is to be the player that completes a box. When you complete a box, write your initial inside and take an extra turn.

When no more lines can be added, the winner is the player who has made the most boxes.

Fundamental
Learning
Center



20 YEARS
Providing
clarity and hope
for kids with dyslexia

Catch the Clover



Catch the Clover example

