

# FOLLOWING DIRECTIONS

## TAXI DRIVER

Players weave their way through town by choosing Story Cards and answering questions. The first player to collect four cards and make it to school for the final exam wins!

6th Avenue  
Main Street  
SCHOOL



2-6 Players



Students take the road to reading success when they learn to follow directions!

### Easy directions allow for more learning time!

Players find their way from home to school by following directions. As they weave their way through the streets, they must collect four Story Cards that ask them to read a leveled passage and follow the order of written steps. The first player to collect four cards, reach the school, and answer a final Story Card wins!

### Learning Well games let students focus on learning!

1. Winning is based on knowledge and skills, not random factors.
2. Games address important content, not trivia.
3. Graphics and content are high-interest and directions are easy to understand, so as not to restrict learning opportunities.
4. Players never lose points for wrong answers.



### Example Cards from the Blue Level:

84

Steve took his brother David to a park. They gave David money and instructions to buy some change. They went back to Steve's car. Steve found the money would not. Then he had to determine how much they needed for candy. David wanted popcorn, and Steve wanted an orange. Steve had enough money for the candy, but not for change to return to his brother David's father who passed.

After Steve figured out how much the money would cost for \_\_\_\_\_

- a) had money left for candy and for change
- b) changed buses
- c) gave all the money to his father

85

Steve was having trouble seeing the blackboard that parents took him to the end district. His teacher asked Steve to read the sign that after the lesson was over. Steve had trouble seeing them. The driver got a second pair of glasses or lenses. He was able to change the lenses until he found the right lenses. When Steve was able to see the sign clearly, the driver knew he had the right lenses.

What did the driver do after Steve had trouble reading the sign about \_\_\_\_\_

- a) he had Steve to try harder
- b) he had Steve look through different lenses
- c) he gave Steve his glasses

86

Steve took to his brother David to the beach. They had a fun time along the shore. They were about to change to the water and had some things to do. Steve had a piece of candy. Then he saw the sign that he had to go to the beach. He wanted to change the sign to read the word "right". He didn't want the water to be there. He found a hat around the water to protect it. Steve didn't want the water to wash away the water.

After he ate the candy, Steve \_\_\_\_\_

- a) pulled the sand right
- b) wore a hat on the water
- c) built a hat around the water

87

Bill drove to a cup of water to a clean one. He had to go to a cup of water and to a glass. For the water to be a glass glass, he had to get to the end of a piece of string and to the other end to a pencil. He had to get to the top of the glass and to the string being above into the water and the glass below for a day to run. The string will form around the string. He had to get back into the water.

Put the pencil across the top of the jar \_\_\_\_\_

- a) before you drove the sugar
- b) after a day or two
- c) after you got the string with the hat to the end of the pencil

Look for more best-selling Learning Well® Reading Comprehension, Phonics, and Math games—available individually or in complete sets!

### Best Sellers Game Set #1

- Sequence Builders
- Reading for Detail
- Fact or Opinion
- Context Clues
- Inference
- Cause & Effect

RL 2.0-3.5: LRN7011

RL 3.5-5.0: LRN7010

### Best Sellers Game Set #2

- Following Directions
- Vocabulary Building
- The Main Idea
- Reading Skills Review
- Reading Between the Lines
- Predicting Outcomes

RL 2.0-3.5: LRN7013

RL 3.5-5.0: LRN7012