

Shake
again.

eat

kiss

Go back 1
space

buy

"Can
you ... ?"

carry

wear

1. Ask the teacher for a dice.
2. Ask the teacher for the *Can You* cards.
3. Make a counter for each player.
4. Put the counters on **Shake Again**.
5. **Player 1:** Roll the dice. Move your counter.
6. **Player 1:** Pick up a card.
7. **Player 2:** Look at the card.

cook

see

- Look at player 1's verb.
- Ask a CAN YOU question to player 1.
- e.g. *Can you CUT a CHAIR?*
- If player 1 says "Yes, I can," he/she can keep the card and roll the die again.
- If player 1 says "No, I can't," put the card at the bottom of the pack.

spell

throw

Put the Can You
cards here
(face down).

hold

lift

draw

kiss

DRINK

CUT

Go
forward 2
spaces.