HALDWEEN POEM DICE GAME

Form a poem by rolling the die and using the rhyming words that correspond to the number you rolled in each stanza. You may add an '-s' or '-ing' or '-ed' to the end of the words when you need to. If you land on a pair of words you've already used, come up with your own!

FIRST STANZA

- l. chill, thrill
- **L**. spooky, kooky
- **3.** treat, sweet
- **1.** howl, growl
- **5**. cat, bat
- **[].** fall, tall

THIRD STRNZR

- I. fun, run
- **č.** spooky, kooky
- **]**. candy, dandy
- **4.** howl, growl
- **5.** scare, dare
- **[].** fall, tall

SECOND STANZA

- I. fun, run
- **č.** doll, crawl
- **]**. candy, dandy
- **I.** hill, shrill
- 5. scare, dare
- **[].** crow, glow

FOURTH STRNZR

- I. chill, thrill
- **č.** doll, crawl
- **].** treat, sweet
- **¹.** hill, shrill
- 5. cat, bat
- **[].** crow, glow

Alexandria