

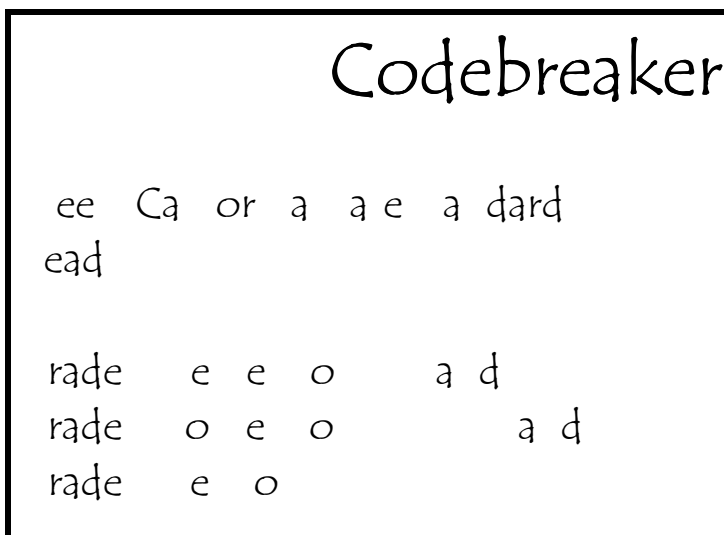
Items needed:

Printout of this file.

A third-cut file folder in your choice of colors.

Glue or rubber cement.

Sheets of 9" X 12" light-colored construction paper to cut into Riddler Cards, or 2" X 3" flash cards.



To assemble the game:

Print all pages in this file. Color the picture of Batman and Robin, if desired. Trim the Codebreaker page along the gray border and glue it onto the right side of an open file folder. Cut out the pocket for the Riddler cards and glue it to the left side of the opened file folder, aligning the bottom of the pocket toward the bottom of the file. Cut out the tab label and glue it to the tab on the folder. For durability, either laminate the completed game or cover with clear contact paper. Use an X-acto blade to open the pocket.

Cut out the answer lists for sets 9, 10 and 11 and glue it to the back of the answer sheet for lists 1 through 8. This could be laminated for durability, and a dry erase marker can then be used to note correct answers, wiping off the sheet when done..

To make cards, simply substitute the code numerals for the individual letters in each word. Write each encoded word on a separate card. (Note: these are designed to be replaced as the words are mastered, and therefore work best written directly on the card or light colored construction paper which has been cut to size.) For ease of sorting, label the backs of the cards with the set number as well as the word "Codebreaker"

The lists included are the first 220 Dolch sight words. Though it is designed for second and third grade students, it is also appropriate for remedial practice, and students in first grade could play with the first few sets.