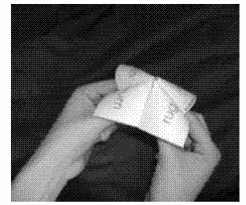
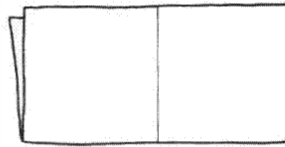
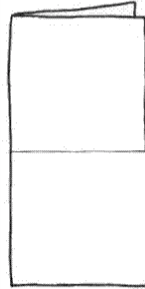
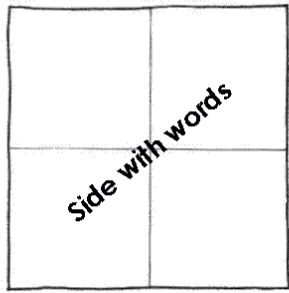
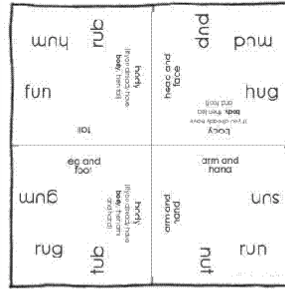


# How to make a Word Catcher

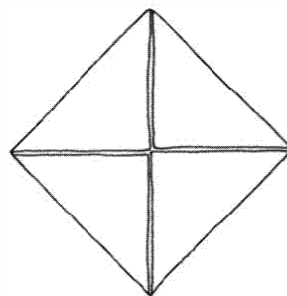
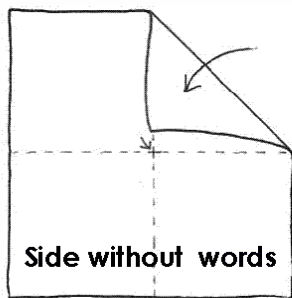
Also known as "Cootie Catchers" or "Fortune Tellers"



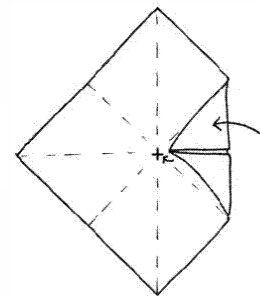
Start by cutting out the Word Catcher included in this kit. You will have a square that looks something like this. →



1. Fold and then unfold the square along both the vertical and the horizontal lines.

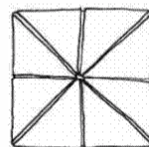
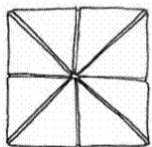


Flip over



2. Place the paper open with the side without words face up on the table. Fold down each of the four corners **to the center** of the paper.

3. Flip the paper over onto its other side. Fold each of these four corners to the center of the paper.

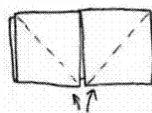


4. Your paper will now look like this.

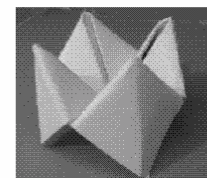
5. Fold it in half vertically. Crease well.

6. Open

5. Fold it in half horizontally. Crease well.



6. Slip your fingers under the **four flaps** shown by the arrows and push/pinch-in so that the piece opens up and it looks like this completed picture. →



# How to Play with a Word Catcher

(Any one familiar with playing with a Fortune Teller will know the basic moves).

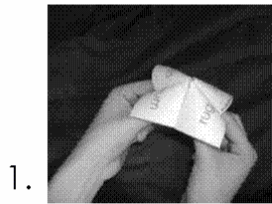
## Catch a Creature

a drawing game

For two or more players. Take turns with other players.

**Object:** Draw a complete (wacky) creature.

**Supplies:** Word Catcher and paper and pencils for drawing.



Start with your **Word Catcher** closed as shown in the first picture. Read one of the four words on the outside flaps (Fig. 1). Spell out the word, alternately opening the **Word Catcher** one way and then the other (as shown in Fig. 2, 3). When you finish spelling the word you picked, stop. You will now have another choice of four words to read on the inner flaps.

Repeat the process with this new word you picked from the inner flap ... spell out the word, opening one way and then the other with each letter.

On your third round, pick out a word, read it, but instead of spelling it out, **open** the flap on which the word is printed (Fig. 4).

Under the flap you will see one of several creature body parts to **draw**. You cannot start drawing until you **first** find a BODY. If, on your turn, you find a BODY, draw a creature's body from your imagination. If you have not yet found a body, pass the Word Catcher to the next player without drawing anything. (You only need to find one body during a game). After you have the body, you add the other parts to the body as you find them.



4.

A "turn" consists of reading and spelling out three words on the Word Catcher, ending up by opening a flap and finding a creature body part.

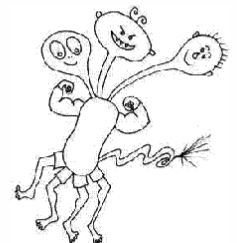
Once a player has the BODY, the player must collect and draw **in any order:**

at least one HEAD/FACE

at least two LEGS/FEET

at least two ARMS/HANDS

at least one TAIL



(A player may find a number of various body parts before he has created a complete creature. A player may end up with a three-headed, five-legged ten-tailed, six-armed creature, for example).

The first player to draw a complete set of all these **body parts** **wins!**

du

sq

bag

body  
(if you already have  
body, then leg  
and foot)

head and  
face

pal

body  
(if you already have  
body, then tail)

tail

can

dad

up

arm and  
hand

arm and  
hand

leg and  
foot

body  
(if you already have  
body, then arm  
and hand)

bb

jam

tap

bad

fan

WORDS WITH short "a"