

ことばあそび（かたかなしりとり①）

なまえ

かたかなで、しりとりをしましょう。しりとりは、ことばの
さいごのものをつぎのさいしょのものにします。

◎しりとりになるように、かたかなをかきましょう。

Diagram illustrating a word chain game (Shiritori) using katakana characters and illustrations.

The diagram shows a sequence of boxes and arrows forming a path:

- Top row: A 3x3 grid with the character **テ** (Te) in the top-right cell. An arrow points left to another 3x3 grid.
- Second row: A 3x3 grid with the character **グ** (Gu) in the middle-right cell. An arrow points left to another 3x3 grid.
- Third row: A 3x3 grid with the character **ヤ** (Ya) in the bottom-left cell. An arrow points down to another 3x3 grid.
- Fourth row: A 3x3 grid with the character **モ** (Mo) in the bottom-right cell. An arrow points up to another 3x3 grid.
- Fifth row: A 3x3 grid with the character **グ** (Gu) in the middle-right cell. An arrow points left to another 3x3 grid.
- Sixth row: A 3x3 grid with the character **テ** (Te) in the top-right cell. An arrow points left to another 3x3 grid.

Illustrations are placed around the boxes:

- Camel (Camel) next to the bottom-left box (Ya).
- Monkey (Monkey) next to the middle-right box (Gu).
- Girl eating watermelon (Girl) next to the bottom-right box (Mo).
- Squirrel (Squirrel) next to the bottom-right box (Mo).
- Turtle (Turtle) next to the bottom-right box (Mo).
- Shell (Shell) next to the middle-right box (Gu).
- Butterfly (Butterfly) next to the top-right box (Te).
- Diamond (Diamond) next to the bottom-left box (Ya).
- Notepad (Notepad) next to the bottom-right box (Mo).

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（こたえのれい）

◎しりとりになるように、かたかなをかきましょう。

ラ ク ダ

モ グ ラ

イ カ

カ イ

ス イ カ

テ ニ ス

カ メ

メ モ

ダ イ ヤ

ダ イ ヤ