**Match!**

**Materials**
- Cards (p. 111)
- pencils

**Skill:** homophones

**Prepare:** This game is for two players. Give each pair four copies of the cards. Have partners write homophones on the cards. They may use the following words: *would, wood; right, write; flour, flower; know, no; passed, past; here, hear; seam, seem; weak, week; maid, made; fined, find; scent, cent; patience, patients; see, sea; ate, eight; meat, meet.*

**Play:** Begin by dealing ten cards to each player. Each player looks for any homophone matches and places them on the table. Then players take turns asking each other if they hold the match to one of their own cards. A player draws from the remaining cards if the opposing player cannot give the requested homonym. The player who ends up with the most matches is the winner.

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**Four Corners**

**Materials**
- Tic-Tac-Toe grid (p. 112)
- pencils
- game markers

**Skill:** contractions

**Prepare:** Give each player a copy of the Tic-Tac-Toe grid. Have the players write a different contraction in each corner. You may want to write the following contractions on the board for reference: *won’t, I’ve, wasn’t, it’s, doesn’t, haven’t, isn’t, you’ll, aren’t, you’ve, let’s, we’re, that’s, don’t, couldn’t, wouldn’t, he’s, she’s.*

**Play:** Call out the two words that make the different contractions. Have players place a marker on the correct contraction. For example, if you call out *will + not,* the players place a marker on *won’t.* The winner is the first player to place a marker in each of the four corners of the Tic-Tac-Toe grid.