

# Go Fish for Homophones

## Objective

The student will identify homophones.

## Materials

Word Cards – Print on cardstock, laminate for protection & durability and cut out.

## Activity

Students play a “Go Fish” game for homophones.

- Place the stack of cards face down at the centre.
- Student one deals seven cards to each player and places the remaining stack face down.
- Students check their cards and put aside the matching homophones.
- Student two asks for a specific word card. For example, “Does anyone have a card that says “deer?”)
- If yes (e.g. dear or deer), the card is given to student two. If no, says, “Go Fish.”
- If a match, student two uses each of the homophones correctly in a sentence and takes another turn. If not a match, picks up a card from the stack and the next player takes a turn.
- Continue until all cards are matched.
- Peer evaluation

## Extensions and Adaptations

Give definitions of each word when making a match.

Divide the deck by homophones.

The map will help us find the way.

way

Use the scale to weigh the apples.

weigh

dear

deer

way

weigh

ate

eight

so

sew

one

won

knows

nose

no

know

piece

peace

air

heir

ale

ail

ad

add

buy

bye

be

bee

to

too

bite

byte

chord

cord

bored

board

berry

bury

die

dye

eve

eave

pail

pale

pain

pane

pair

pear

paw

poor

fair

fare

fate

fête

dew

due

peer

pier

plain

plane

feet

feat

witch

which

weather

whether

I

eye

pray

prey

rain

reign

mind

mined

sent

cent

meet

meat

hear

here

hair

hare

sale

sail

red

read

quay

key

see

sea

sum

some

would

wood

their

there

tail

tale

sun

son

seem

seam

right

write

week

weak

# Make Your Own 😊