

plan	plane	slid	slide
twin	twine	prim	prime
slat	slate	slop	slope

glob	globe	shin	shine
thin	thine	grip	gripe
slim	slime	stag	stage

<p>crud</p>	<p>crude</p>	<p>spit</p>	<p>spite</p>
<p>strip</p>	<p>stripe</p>	<p>scrap</p>	<p>scrape</p>
<p>Go Search! CCVC– CCVCe Silent e Rule (Place sticker on blank card and use as in “Old Maid”)</p>	<p>Go Search! (Go Fish!) DIRECTIONS # 1 Deal 4 or more cards to each player and to the draw pile. Students try to make pairs with the CCVC (short vowel) and the silent e rule (long vowel) by asking, “I have slid. Do you have slide?” When student receives the requested card, he puts down the pair and asks again. If other player does not have the requested</p>	<p>CCVC/silent e Rule DIRECTIONS # 2 card, he picks from the pile. If he picks his wish, he may go again. If player does not receive his card, the play continues with the next player. If a player runs out of cards, he picks a card. The game ends when ALL cards have been picked and played. The player with the most pairs wins.</p>	

glad	glade	spin	spine
grad	grade	grim	grime
sham	shame	plum	plume