

<b>should have</b>	<b>should've</b>	<b>should not</b>	<b>shouldn't</b>
<b>what is</b>	<b>what's</b>	<b>they are</b>	<b>they're</b>
<b>she is</b>	<b>she's</b>	<b>let us</b>	<b>let's</b>

<b>do not</b>	<b>don't</b>	<b>were not</b>	<b>weren't</b>
<b>could have</b>	<b>could've</b>	<b>who is</b>	<b>who's</b>
<b>would not</b>	<b>wouldn't</b>	<b>would have</b>	<b>would've</b>

<b>you have</b>	<b>you've</b>	<b>they are</b>	<b>they're</b>
<b>has not</b>	<b>hasn't</b>	<b>had not</b>	<b>hadn't</b>
<p><b>I HAVE. DO YOU HAVE?</b></p> <p><b>Contractions</b> (Can also play as Concentration or Old Maid. Use his card as the Old Maid.)</p>	<p>I HAVE. DO YOU HAVE? (Go Fish)</p> <p>DIRECTIONS # 1 Deal 4 or more cards to each player and to the draw pile. Students try to make pairs with the contraction and the two words that mean the same.</p>	<p>Contractions</p> <p>DIRECTIONS # 2 When student receives the requested card, he puts down the pair and asks again. If the other player does not have the requested card, he picks from the pile. If he picks his wish, he may go again.</p>	<p>Contractions</p> <p>DIRECTIONS #3 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>