

weigh

way

eight

ate

aid

aide

ail

ale

bail

bale

base

bass

bases	basis	gait	gate
grate	great	weight	wait
hail	hale	plain	plane

<p>pray</p>	<p>prey</p>	<p>rain</p>	<p>reign</p>
<p>raise</p>	<p>rays</p>	<p>brake</p>	<p>break</p>
<p>Go Search! Search! Homophones /ā/ Memory Game</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 homophones by asking, "I have weight. Do you have wait?" Words may be put into sentences.</p>	<p>Homophones 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>Homophones 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>

sail	sale	sleigh	slay
chased	chaste	lain	lane
lay	lei	made	maid

main	mane	maize	maze
mail	male	stake	steak
tail	tale	days	daze

maybe	may be	naval	navel
nay	neigh	pail	pale
patience	patients	vane	vein

wade	weighed	wail	whale
waist	waste	prays	praise
faze	phase	vale	veil