

# Homophone Memory Game

**Purpose:** Students will gain experience with homophones and their meanings.

**Materials:** Index cards (or paper); scissors; writing utensil

**Preparation:** Create pairs of cards with a homophone on each.

**Activity:**

1. Tell students they will play a matching game (based on traditional games such as *Memory*.)
2. Divide students into small groups to play game. You may want to review what homophones are before you begin to play.
3. Have students take turns turning over two cards in search of a pair of homophones. If a student turns over two cards that do not match, his or her turn is over. If the student finds a pair of homophones, he or she must correctly identify the meaning of each in order to keep the pair. If the student does not know the meaning of the words, he or she must turn the cards back over and end the turn. Play continues until all cards have been successfully matched and correctly defined.

## Example Homophone Pairs:

- hair/hare
- knight/night
- bear/bare
- flower/flour
- plain/plane
- which/witch
- here/hear
- see/sea
- be/bee
- right/write
- four/for
- there/their



*You can record an individual student's understanding of this activity by checking the appropriate column for level of mastery and noting the date on which the activity took place.*

Student's Name	<u>Developed</u> ***	<u>Developing</u> **	<u>Minimal</u> *	Date

\*\*\* Student can define at least 5 homophone pairs used in the game.

\*\* Student can define 2-4 homophone pairs used in the game.

\* Student can define 1 homophone pair used in the game.