kit	kite	tub	tube
tam	tame	rod	rode
dim	dime	mat	mate

cub	cube	pan	pane
hop	hope	pal	pale
fad	fade	cut	cute

Sam	same	rip	ripe
mad	made	cap	cape
bit	bite	rat	rate

tap	tape	Tim	time
win	wine	hat	hate
Go Search!  CVC- Silent e Rule  (Place sticker on blank card and use as in "Old Maid")	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 CVC (short vowel) and the silent e rule (long vowel) by asking (ex: "I have kit. Do you have kite?") When student receives the requested card, he puts down the pair and asks again. If other player does not have the requested	CVC/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.	