

<b>plan</b>	<b>plane</b>	<b>slid</b>	<b>slide</b>
<b>twin</b>	<b>twine</b>	<b>prim</b>	<b>prime</b>
<b>slat</b>	<b>slate</b>	<b>slop</b>	<b>slope</b>

<b>glob</b>	<b>globe</b>	<b>shin</b>	<b>shine</b>
<b>thin</b>	<b>thine</b>	<b>grip</b>	<b>gripe</b>
<b>slim</b>	<b>slime</b>	<b>stag</b>	<b>stage</b>

<p><b>crud</b></p>	<p><b>crude</b></p>	<p><b>spit</b></p>	<p><b>spite</b></p>
<p><b>strip</b></p>	<p><b>stripe</b></p>	<p><b>scrap</b></p>	<p><b>scrape</b></p>
<p><b>Go Search!</b>  <b>CCVC– CCVCe</b>  <b>Silent e Rule</b>            (Place sticker on blank card and use as in “Old Maid”)</p>	<p><b>Go Search!</b> (Go Fish!)  <b>DIRECTIONS # 1</b>          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><b>CCVC/silent e Rule</b>  <b>DIRECTIONS # 2</b>          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>	

<b>glad</b>	<b>glade</b>	<b>spin</b>	<b>spine</b>
<b>grad</b>	<b>grade</b>	<b>grim</b>	<b>grime</b>
<b>sham</b>	<b>shame</b>	<b>plum</b>	<b>plume</b>