

<b>lick</b> <b>l_ke</b>	<b>like</b> <b>l_ck</b>	<b>pick</b> <b>p_ke</b>	<b>pike</b> <b>p_ck</b>
<b>sack</b> <b>s_ke</b>	<b>sake</b> <b>s_ck</b>	<b>stack</b> <b>st_ke</b>	<b>stake</b> <b>st_ck</b>
<b>lack</b> <b>l_ke</b>	<b>lake</b> <b>l_ck</b>	<b>luck</b> <b>L_ke</b>	<b>Luke</b> <b>l_ck</b>

<b>tack</b> <b>t_ke</b>	<b>take</b> <b>t_ck</b>	<b>Mick</b> <b>M_ke</b>	<b>Mike</b> <b>M_ck</b>
<b>tick</b> <b>t_ke</b>	<b>tike</b> <b>t_ck</b>	<b>hick</b> <b>h_ke</b>	<b>hike</b> <b>h_ck</b>
<b>back</b> <b>b_ke</b>	<b>bake</b> <b>b_ck</b>	<b>rack</b> <b>r_ke</b>	<b>rake</b> <b>r_ck</b>

<p><b>Mack</b> m_ke</p>	<p><b>make</b> M_ck</p>	<p><b>stock</b> st_ke</p>	<p><b>stoke</b> st_ck</p>
<p><b>shack</b> sh_ke</p>	<p><b>shake</b> sh_ck</p>	<p><b>quack</b> qu_ke</p>	<p><b>quake</b> qu_ck</p>
<p><b>Go Search!</b></p> <p>-ck (after a short vowel) Rule Silent e Rule</p>	<p><b>Go Search</b> (Go Fish) DIRECTIONS # 1 Deal 4 or more cards to each player and to the draw pile. Students try to make pairs with the -ck rule (lack) and the silent e rule (lake) by asking, "I have lack. Do you have lake?" When student receives the card requested, he puts down the pair and asks again. If other player does not</p>	<p>-ck/silent e Rule DIRECTIONS # 2 have the requested 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 &amp; played. Player with most pairs wins.</p>	