

<b>hopped</b>	<b>hoped</b>	<b>slopping</b>	<b>sloping</b>
<b>matting</b>	<b>mating</b>	<b>biter</b>	<b>bitter</b>
<b>tapped</b>	<b>taped</b>	<b>copped</b>	<b>coped</b>

<b>robed</b>	<b>robbed</b>	<b>scarred</b>	<b>scared</b>
<b>pined</b>	<b>pinned</b>	<b>striped</b>	<b>stripped</b>
<b>starred</b>	<b>stared</b>	<b>gripped</b>	<b>griped</b>

<p><b>planed</b></p>	<p><b>planned</b></p>	<p><b>mopping</b></p>	<p><b>moping</b></p>
<p><b>sloped</b></p>	<p><b>slopped</b></p>	<p><b>rated</b></p>	<p><b>ratted</b></p>
<p><b>Go Search!</b></p> <p><b>Doubling Rule</b></p> <p><b>Silent e Rule</b></p>	<p><b>Go Search!</b>        (Go Fish)        DIRECTIONS # 1        Deal 4 cards to each player. Students try to make pairs with the doubling rule (hopping) and the silent e rule (hoping) by asking "I have hopping. Do you have hopping?" If the student receives the card, he puts down the pair and asks again. If the other player doesn't</p>	<p><b>Doubling Rule</b>        DIRECTIONS # 2        have the card requested, 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 player runs out of cards, he picks a card. The game ends when ALL cards have been picked and played. Player with the most pairs wins.</p>	