

<u>c</u> at b__	<u>b</u> at c__	<u>l</u> ip d__	<u>d</u> ip l__
<u>h</u> op m__	<u>m</u> op h__	<u>h</u> ot n__	<u>n</u> ot h__
<u>f</u> in t__	<u>t</u> in f__	<u>r</u> ug b__	<u>b</u> ug r__

<u>g</u> et w _ _	<u>w</u> et g _ _	<u>t</u> en p _ _	<u>p</u> en t _ _
<u>t</u> ug j _ _	<u>j</u> ug t _ _	<u>s</u> et m _ _	<u>m</u> et s _ _
<u>b</u> ag r _ _	<u>r</u> ag b _ _	<u>l</u> ed b _ _	<u>b</u> ed l _ _

<p><u>h</u>im</p> <p>d _ _</p>	<p><u>d</u>im</p> <p>h _ _</p>	<p><u>r</u>am</p> <p>j _ _</p>	<p>jam</p> <p>r _ _</p>
<p><u>h</u>en</p> <p>B _ _</p>	<p><u>B</u>en</p> <p>h _ _</p>	<p><u>f</u>it</p> <p>s _ _</p>	<p><u>s</u>it</p> <p>f _ _</p>
<p>Go Search!</p> <p>Rhyming with CVC Words</p> <p>(and increase vocabulary)</p>	<p>Go Search! (Go Fish) Rhyming with CVC</p> <p>DIRECTIONS # 1 Deal 4 or more cards to each player and to the draw pile. Students try to make pairs with the rhyming words by asking, "I have bat. Do you have cat?"</p>	<p>Rhyming with CVC</p> <p>DIRECTIONS # 2 When student receives the requested card, he puts down the pair and asks again. If the other player does not have the requested card, he picks from the pile. If he picks his wish, he may go again.</p>	<p>Rhyming with CVC</p> <p>DIRECTIONS #3 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>