



GK-99

Intervention Activities Guide (IAG)
Blackline Masters



Graphophonemic Knowledge | Contractions, High-Frequency Words and Homonyms: Homonyms

GK-99 Homonym Clues

Blackline Master available
www.tpri.org

Students read a short clue and tell the homonym that goes with the clue.

MATERIALS: *Homonym list and clues, index cards, marker*

1 Create a set of homonym clue cards. On the front of each card, write a short clue; below it, write the two possible homonyms that go with the clue. On the back, write the correct homonym.

2 Working alone, in pairs or groups, students take turns reading a clue and telling which homonym goes with it. Students turn over the card to see if they answered correctly.

3 If playing in pairs or groups, students can keep score by holding onto cards when they give a correct answer.

You can carry
water in it
pale or pail

pail

Card Front

Card Back

EXAMPLE:

Clue	Homonym Pair		Answer
Come to a certain place	hear	here	here
When you get to the corner turn...	write	right	right
Win a game	beat	beet	beat
Hamburger	meet	meat	meat
String for tying something	cord	chord	cord
Birds	fowl	foul	fowl
What a kitten does when it's happy	per	purr	purr
Part in a play	role	roll	role



PREPARATION OF MATERIALS: Print the Homonym Clue Cards. Cut the cards apart. As you cut the cards apart, print the correct homonym on the back of each card. Follow the directions for play.

Homonym Clue Cards	
hear/here	write/right
beat/beet	meet/meat
cord/chord	fowl/foul
per/purr	role/roll

Come to a
certain place
hear or hear

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When you get to
the corner turn ...
write or right

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Win a game
beat or beet

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Hamburger
meet or meat

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String for tying
something
cord or chord

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Birds
fowl or foul

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What a kitten does
when it's happy
per or purr

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Part in a play
role or roll

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