

Homophone Rummy

Directions

1. Each player is dealt ten cards (two players); seven cards (three to four players); or six cards (five to six players).
2. Players check their hands for already existing pairs. Once a pair is discovered the player must give the meaning in order to receive points. In giving definitions, players may use the actual word in the sentence to show the meaning until they become well versed in homophone definitions; then they must give a definition of the word separate from its use in a sentence or a synonym for the word. Each pair receives one point; any other additional homophone for the pair receives one additional point.
3. The remainder of the deck is placed in a central location as the drawing pile in which the first card is turned up.
4. The person on the left of the dealer goes first. Each player draws from the deck or the discard pile. The player lays down any pairs as described in number 2, above. The player must then discard one card to end the turn. *Note:* If a card is taken from the discard pile, all cards appearing below the card wanted also have to be taken.
5. The game is over when one player has no cards left. That person yells "*rummy!*" Then all the pairs are counted up.

Variations

1. Rather than having a random mix of homophone pairs, the decks can be divided into homophones by sound or homophones by syllable accent. This creates an opportunity to examine homophones by both sound and spelling patterns as well as syllable and accent patterns. Each deck of cards can consist of two to four contrasting sound patterns or syllable/accent patterns which the children have to sort.
2. A player can be challenged by someone else disagreeing with the definitions. The person who challenges looks up the words in the dictionary. Whoever is right gets to keep the pair.
3. Each player can play off of other players' cards, receiving additional points for each homophone found.
4. If a player has a card that can be added to a set or sequence but does not realize it and discards it, another player detecting what happened can pick up the card discarded, and add it to a sequence. That player then gets to discard one card.
5. Homophone synonyms can be used in this game. For each homophone, a child has to come up with at least one synonym. For example, if the pair was *through* and *threw*, synonyms corresponding to this pair might be finished and pitched.

pray

prey

praise

prays

ant

aunt

passed

past

male

mail

grate

great

faint

feint

wave

waive

wrest

rest

sell

cell

jeans

genes

meet

meat

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team

teem

peer

pier

ring

wring

we

wee

wit

whit

guilt

gilt

die

dye

aisle

I'll

style

stile

tide

tied

born

borne

pour

pore

browse

brows

role

roll

board

bored

boar

bore

poll

pole

heel

heal