

### Homophones Board Game

- Aim:** Review old and new English homophones
- Materials:** Homophones board (each sheet contains 2 boards - cut them in half)
- Vocabulary:** Homophones from previous lessons mainly, but also a few new ones

1. Tell students they are going to practice some of the homophones they have learned so far. Elicit an explanation of what a homophone is and ask for examples in both French and English.
2. Ask if they think that homophones are difficult for native speakers and/or second language learners. Why? (Remind them that homophones are very challenging even for native speakers - for example *c'est/ces/ses* in French).
3. Students work in pairs. Explain the rules and give out the game boards.  
Rules:
  - ❖ Toss the coin : Heads = move 1 square; Tails = move 2 squares
  - ❖ Student has to explain what both homophones in the square mean and put them both in a sentence (or two separate sentences).
  - ❖ Next person goes. If he/she lands on a square that has already been 'used', he/she must make a new sentence.
  - ❖ The game finishes when all players have reached the end.