

# Homonym Heroes

Another  
Fun Activity  
Book For ...

**Speak**  
& **Spell**



# THE KEYS TO SPEAK & SPELL FUN



Developed by the staff of the Texas Instruments Learning Center.

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Datamath Calculator Museum



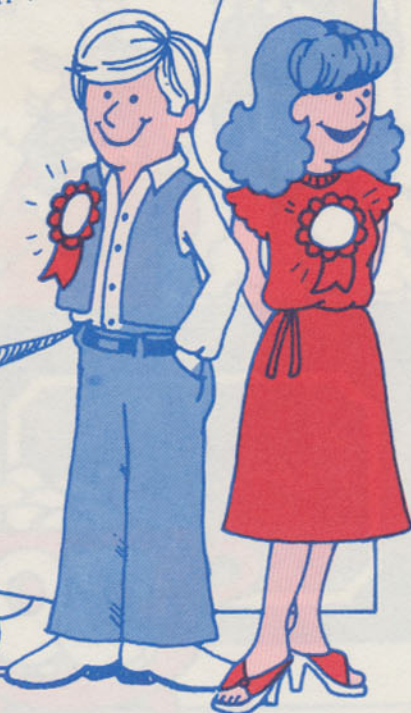


# HOMONYMS:

Words that sound alike, but have different meanings — and spellings.

How to be a  
HOMONYM HERO in  
**3** Easy lessons!!

- 1** Get to know letters and groups of letters that can have the same sound.
- 2** Learn the right spelling for each homonym meaning.
- 3** Learn which homonym spelling goes with which part of speech.



# IT'S TIME TO PLAY

This is a game of concentration for two or more players. Try to recall the positions of the coded homonyms and match them up to win.

You'll need paper and a pencil to keep score. Decide who goes first. Choose any two coded words. Press **ON** , **SECRET CODE**, and spell both words into the machine. Then press **ENTER**. If the words are a pair of

homonyms, you get five points. Keep going until you can't find a pair. The first player to get 30 points is the winner.

The same pair cannot count twice!

(To help yourself remember, write down each correct pair next to your points.)





# SECRET PAIR

OBFC

QRRO

FURLC

NFXU

QFNM

URFS

DBXUXSZ

TROSXSZ

QRUB

NBFN

EFNXN

NMOFXZYM

CXB

RSB

ARJU

NJBBM

TRLOSXSZ

NRUB

MYORLZY

QOBH

QOFH

URSB

OBBC

FMB

CRLZY

JRS

NLXMB

NFUB

KBXS

EFNBN

NBXGB

BXZYM

ARLOMY

QOBNBSMN

CHB

QFNNBC

KFSB

EULB

EUBJ

FUURJBC

MYOBJ

QRUU

QRLO

CRB

NBFUXSZ

AROMY

QOBNBSDB

ARLU

NMOFXM


NRLU





# "And Hear We Go!"

Count down the top ten homonym hits and put the gold record in the jukebox!

Write the homonyms of the italicized words in the squares below the record titles. Use the  SECRET CODE key and the Answer List to check your spelling. Then take the letters in the shaded squares and write them in the jukebox to discover the greatest hit of all.

## Answer List

MXBC	ABBM
VSRM	CBFO
ZORJS	YRFONB
SXZYM	QFUB
JFXM	NRDOLBU
JFNMB	X'UU
NDBSB	FXNUB
JYRUB	JRLUC
NRLU'N	EROBC

**10** I Tide the Not with You  
☐ ☐ ☐ ☐ ☐ ☐

**9** You've Groan Up Over Knight  
☐ ☐ ☐ ☐ ☐ ☐

**8** Don't Weight Around and Waist Your Time  
☐ ☐ ☐ ☐ ☐ ☐

**7** It's Not a Play; Don't Make a Seen  
☐ ☐ ☐ ☐

**6** She Looked so Pail I Cried a Bucket  
☐ ☐ ☐

**5** My Hole Sole's in My Feat  
☐ ☐ ☐ ☐ ☐ ☐

**4** Don't Be Sew Crewel  
☐ ☐ ☐ ☐

**3** Wood You Be Board With Me?  
☐ ☐ ☐ ☐

**2** I Called For My Deer Until I Was Horse  
☐ ☐ ☐ ☐

**1** Aisle Walk the I'll With You  
☐ ☐ ☐ ☐





# SPELL

Decode the words in the Answer List by pressing **ON**, **SECRET CODE**, the letters of the coded word and **ENTER**. Then fill in the blanks with the word that completes the rhyme. When you finish, find each word in the speaker and circle it. Unscramble the remaining letters to find the name of Willy's partner.



Willy loved the disco \_\_\_\_\_,  
He couldn't wait to be a teen.

He couldn't bear just sitting \_\_\_\_\_,  
When lively sounds were in the air.

Early every Saturday \_\_\_\_\_  
He'd put on jeans that fit just right.

He'd listen to the disco \_\_\_\_\_  
And couldn't help but move his feet.

It somehow didn't seem quite \_\_\_\_\_  
For Will to dance alone at night.

He thought he was so great you \_\_\_\_\_  
That no one danced as well as he.

So he chose as his partner the only \_\_\_\_\_  
He really thought was any fun.

Which goes to show if you're too vain  
Finding a friend can be a \_\_\_\_\_.

Answer List:	
EBFM	SXZYM
NBF	QFXS
NBB	NBBS
QFSB	RSB
JRS	VSXZYM
MYBOB	NDBSB
EBBM	OXZYM
JOXMB	MYBXO



The only problem  
he had at all  
Was getting the

\_\_\_\_\_ off the wall!





# FunHouse

Can you straighten out this silly story by writing the homonyms of the pictures in each blank? Use the **SECRET CODE** key to check your answers with those in the Answer List.

## Answer List

FXNUB EROB  
DRURSBU EBFL  
YFXO CRGB  
DFOFMN



Find your way through the Homonym Maze by following the verbs. Remember that verbs are words that show action. The key to the maze is in code. The **SECRET CODE** key can help you.

**IN** →

HERE → HEAR ↓	DUE ↑ DEW →	AID ↓ AIDE →	FOUR → FOR ↓	TAIL ↓ TALE ←
THROUGH → THREW ↓	WON ↑ ONE ↓	SEAS → SEIZE ←	DEER ↑ DEAR ↓	MEET ← MEAT ↓
ATE → EIGHT ↓	TOAD ↑ TOWED ↓	URN ↑ EARN ↓	NEW ↑ KNEW →	HAUL ↓ HALL ↑
FLEW ↓ FLU →	BLUE ← BLEW →	WOOD ↑ WOULD ↓	SENT ↑ SCENT ←	FLEE → FLEA ↓
FARE ↑ FAIR →	TOO ↑ TWO ←	ALoud ← ALLOWED →	MALE → MAIL ↑	CEILING → SEALING ↑

## Key:

YBFO  
MYOBJ  
FMB  
MRJBC  
EUBJ  
JRLUC  
FUURJBC  
TFXU  
NBSM  
VSBJ  
YFLU  
AUBB

**OUT** →

The bride glided down the \_\_\_\_\_ on the arm



of her father, the army



Her \_\_\_\_\_ was piled high on her head, and the ring she



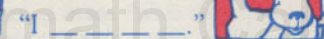
was wearing must have been 20



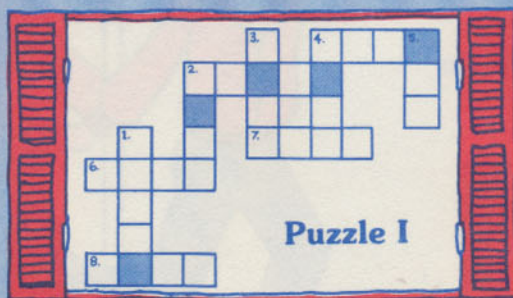
Unfortunately, it turned out that she was such a \_\_\_\_\_ that



when it came time to say, "I do," her \_\_\_\_\_ said



Fill in the puzzles using the numbered clues. (The homonyms of the answers are in Speak & Spell code next to the clue phrases.) Then put the shaded letters in both puzzles together and unscramble them to complete the rhyme following each puzzle.



**Puzzle I**

The difference between a "tea" and a "\_\_\_\_\_" is seen but not heard, in the spelling of "\_\_\_\_\_"

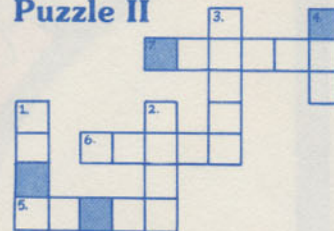
## ACROSS

- To take unlawfully (NMBBU)
- An accomplishment (ABBM)
- A group of athletes (MBBT)
- Greeting on a letter (CBBO)
- Food from an animal (TBBM)

## DOWN

- Opposite of war (QXBDB)
- Place where material is sewn together (NBBT)
- What you do with a book (OBBC)
- A tiny insect (AUBB)
- Drink made from leaves (MBB)

## Puzzle II



In the spelling of homonyms like that of \_\_\_\_\_  
An additional letter helps to make the sound \_\_\_\_\_

## DOWN

- Seven \_\_\_\_\_ in a week (CFGB)
- You pay a \_\_\_\_\_ to ride a bus (AFXO)
- You use a \_\_\_\_\_ to stop a car (EOBFV)
- Past tense of "eat" is \_\_\_\_\_ (BXZYM)

## ACROSS

- To secure a claim to the gold mine, a miner would \_\_\_\_\_ a claim (NMBFV)
- You \_\_\_\_\_ cheese to put on a pizza (ZOBFM)
- The \_\_\_\_\_ of Magellan is a nautical passage (NMOFXZYM)



# SPELLING

## DARES:

# Challenges 1.

Dare a friend to outspell you.

Each player will need five markers of the same color. Put all your markers on one side of the circle. Decide who goes first.

You can double dare the other player by choosing two of the dares from the box. Your opponent must do both dares before moving one marker over the line. If your opponent misses, you get two turns. If your opponent does both dares, you lose a turn.

Take turns making spelling dares using the dares described to the right. If you do what you are dared to do, move one of your markers across the line. If you miss, stay where you are.

Keep daring each other. The first person to cross the line with all five markers is the winner.

I Dare You to press **(D)** and spell out loud the homonyms of the five words Speak & Spell gives you.

2.

I Dare You to press **(?)** **LETTER**, think of two pairs of homonyms that begin with the letter given you, and spell them correctly.

3.

I Dare You to press **(D)** and **(oo)**. Spell five words Speak & Spell gives you and spell a word that rhymes with each one.

4.

I Dare You to spell correctly three words that have the same long vowel sound spelled differently, like sew, dough, and know. (No fair using this example.)

5.

I Dare You to win one game of Mystery Word.





# Picture Pairs

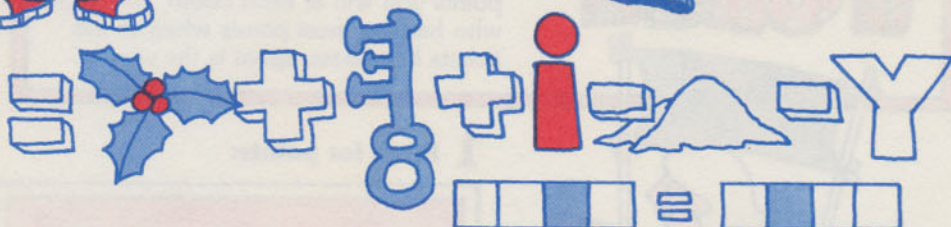
Solve these picture problems by adding then subtracting the letters of the words pictured. Then unscramble the remaining letters and write the homonym pairs below the puzzle. The letters in the shaded boxes will answer the riddle at the bottom of the page.



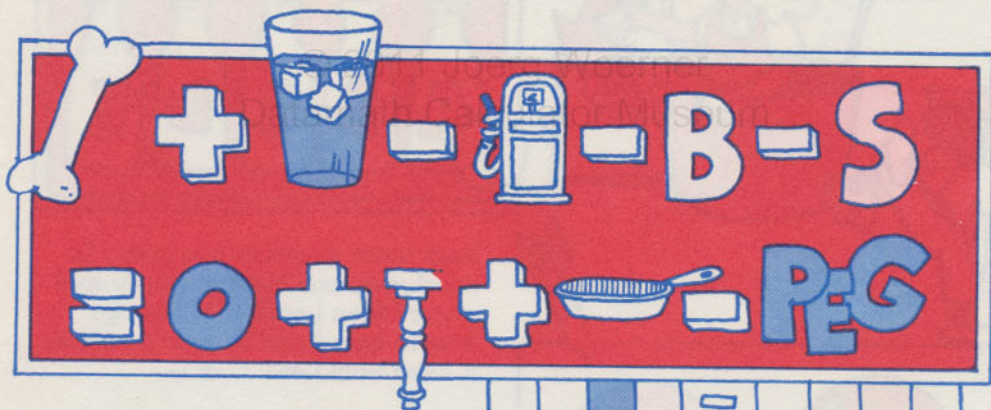
Pairs



IAN



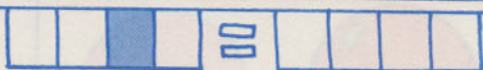
Y



B S

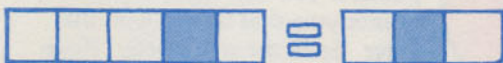


PEG



T

code C



Check your answers by decoding the words in the Answer List.

What these picture problems show  
Is different spellings of

## Answer List

HRUV = HRVB

URSB = URFS

CRLZY = CRB



How will  
you fare  
at the...

# HOMONYM Fair

Take a friend to the Homonym Fair. Each player will need a marker and a pencil and paper to keep score.

Put your marker at the ticket booth. Press (??) LETTER. If you get a vowel, you can have three tickets to spend on booths 1, 3 and 5. If you get a consonant, you can have three tickets for booths 1, 2 and 4. Play only once at each booth.

Decide who goes first and move your marker to the booth you want to play first. You can only play at the booths for which you have a ticket. Take turns playing. Write down the number of points you win at each booth. The player who has the most points when all the tickets have been spent is the winner.

TICKET  
BOOTH

START  
HERE

## 1 Pitch for points:



Each bottle counts as one point. To knock over one bottle, correctly spell a word from Level A; two bottles, a word from Level B; and five bottles, a word from Level C or D.

## 2 Dart Throw:

Press (??) LETTER. Earn two points if you can think of a pair of homonyms that begins with that letter. Spell them correctly. Keep "shooting" by pressing (??) LETTER. Go until you can't think of a pair or you misspell a word. Remember, no points for misspelled words.





#### 4 Shooting Gallery:

Choose any target. Do what it says and get the number of points shown.

#### 3 Wheel of Fortune:

Press **ON**, **D**, and **GO**. Spell the first word you hear. Get five points if the word has an ee, ea, ai, or ei combination, one point if it doesn't. You must spell the word correctly to get the points.



#### 5 Guess Your Weight:

Choose a "weight level," then guess how many words in that level you can spell. If you spell that many words correctly on the first try, you get the number of points shown on the scale. If you miss one of the words, you don't get any points.





# Hearts won for ewe Two Due



Fill in the missing words to complete the rhymes. Then match the numbered letters with those in the spaces below to find out what happens

WHEN DIFFERENT LETTERS  
SHARE A SOUND

12 9 8 14 13 5 3 9 8    3 5    4 3 7 6 4 15    10 9    2 1 9 13 8 11

P.S. The homonyms of the missing words are in  
Speak & Spell code at the bottom of the page.

When water starts to fill the boat,  
You'd better                      to keep afloat!  
1 2 3 4

Hawaii is a tropic                     ,  
3 5 4 6  
Where hula dancers sway and smile.

One by one, tie each                            ,  
7 8 9 10  
And soon a macrame you've got!

An                      has rooms in which to stay,  
3 8 8  
When you stop to sleep along the way.

When a couple says, "I              ,"  
11 9  
They make a promise to be true.

When given                                           or advice,  
12 9 13 8 5 6 4  
Before you act on it, think twice!

When he didn't go to work that day,  
The police suspected                      play.  
14 9 13 4

Just between               and me,  
15 9 13  
You can't believe all that you see!



Answer List

EFUB  
FXNUB

SRM  
XS  
CBJ

DRLSDXU  
ARJU  
BJB





# Four 4Fun

Finish the limerick on the right using the homonyms of the underlined words in the limerick on the left. (The correct missing words are in Speak & Spell code at the bottom of the page.)

A giddy young girl named Gail  
Loves nothing more than a sale;  
She buys all she sees,  
Finds fault by degrees,  
Then returns to weep and vail.

A silly old seaman named Dale  
Was accustomed to traveling by  
— — — —;  
Though retired from the — — — —,  
When up springs a breeze,  
He weighs anchor and looks for a  
— — — —.



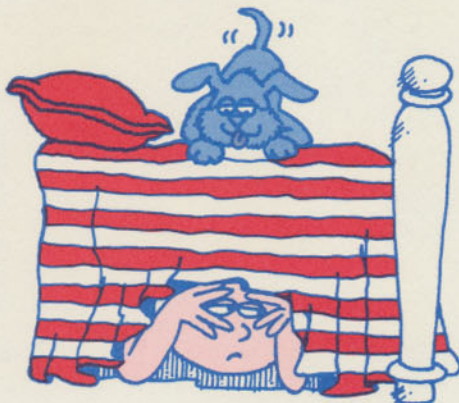
There once was a young man named Hugh,  
Who wanted to do something new;  
So he sat on a pier  
With a fish in his ear,  
And took in the clear morning dew!



A timid young lady named Lou  
Only went places she — — — —;  
She had no real — — — —  
When it came to this fear,  
And seldom had something to — —!

## Answer List:

VSBJ	CR	NBFN
QBBO	NFXU	JYFUB





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# Homonym Heroes™

Words that sound alike but are different in spelling and meaning.

- Familiarizes students with both the spellings and definitions of homonyms; helps them quickly associate the right word with the right spelling.
- Presents homonyms such as *their* - *there*, *break* - *brake*, *roll* - *role*, and *sweet* - *suite* grouped into four levels of difficulty.

Grades:

**7&8**