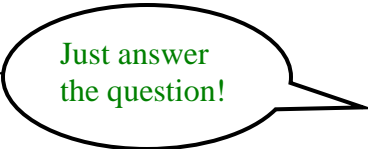


NAME _____
Unit 10-A



(Use with *The Windmill Game*.)

HE, SHE, IT, and THEY

1. **Bill** dug a hole.
He had a hard job.
Who is HE? Bill

5. A **mill** is fun to see.
The wind makes it go.
What is IT? _____

2. **Jill** ran up a **hill**.
She had fun.
Who is SHE? _____

6. Mr. **Mills** had a **skill**.
He could use a **drill**.
Who is HE? _____

3. The **grill** was hot.
It **still** had meat on it.
What is IT? _____

7. Mrs. **Hill** gave a **shrill** yell.
She said, "Don't **spill** the
water!"
Who is SHE? _____

4. A fish has a **gill**.
It helps the fish live.
What is IT? _____

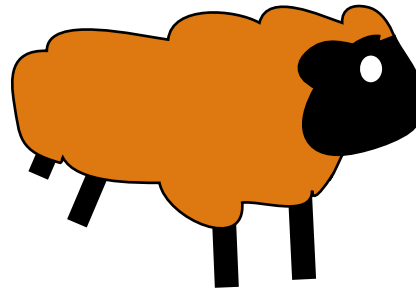
8. **Bill Mills** and **Jill Hill** are
friends. They live by the
park.
Who are THEY?

-ill

NAME _____

Unit 10-B

(Use with *The Windmill Game*.)



Fill in the correct answer.

ONE OR THE OTHER

1. When you buy something, you get a **bill** or a **gill**?

You get a _____ **bill** _____.

2. When you cook, you can use a **grill** or a **drill**?

You can use a _____.

3. When you go on a fun ride, you can get a **thrill** or a **quill**?

You can get a _____.

4. When it is cold, you can get a **till** or a **chill**?

You can get a _____.

5. When you are good at something, you have a **skill** or a **fill**?

You have a _____.

6. When you do not go, you are **spill** or **still**?

You are _____.

7. When you eat a lot, you have had your **fill** or a **mill**?

You have had your _____.

8. When you look at a fish, you see it has a **gill** or a **quill**?

You see it has a _____.