Objective
The student will identify antonyms.

Materials
- Word cards (Activity Master V.003.AM1a - V.003.AM1j)

Activity
Students identify antonyms by playing a card game.
1. Divide the word cards into three equal stacks. Each student gets one stack and the remaining stack is the “lake.”
2. Students check their cards for matching antonyms. Read the words and place the matching sets down. For example, “I have wild and tame, they are antonyms.”
3. Student one asks for a specific antonym for one of the cards that he is holding. For example, “Do you have a card that is the opposite of cold?”
4. If yes, student two gives the antonym (i.e., hot) to student one who reads both words. Places match down. If no, student two says, “Go fishing for an antonym!” Student one selects the top card from the “lake” stack.
5. Student two takes a turn.
6. Continue game until all cards are matched.
7. Peer evaluation

“I have ‘wild’ and ‘tame.’
They are antonyms!”

Extensions and Adaptations
- Do an open sort with word cards.
V.003.AM1a

Opposites Attract

over  under  work

play  before  after
<table>
<thead>
<tr>
<th>last</th>
<th>first</th>
<th>take</th>
</tr>
</thead>
<tbody>
<tr>
<td>give</td>
<td>win</td>
<td>lose</td>
</tr>
<tr>
<td>wild</td>
<td>tame</td>
<td>always</td>
</tr>
<tr>
<td>-------</td>
<td>-------</td>
<td>--------</td>
</tr>
<tr>
<td>never</td>
<td>above</td>
<td>below</td>
</tr>
</tbody>
</table>
V.003.AM1d Opposites Attract

- no
- yes
- add
- subtract
- day
- night
<table>
<thead>
<tr>
<th>long</th>
<th>short</th>
<th>funny</th>
</tr>
</thead>
<tbody>
<tr>
<td>sad</td>
<td>more</td>
<td>less</td>
</tr>
</tbody>
</table>
Vocabulary

Opposites Attract

fix  break  awake

asleep  fancy  plain
<table>
<thead>
<tr>
<th>cool</th>
<th>warm</th>
<th>sour</th>
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</thead>
<tbody>
<tr>
<td>sweet</td>
<td>lost</td>
<td>found</td>
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</table>