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

Extensions and Adaptations
- Do an open sort with word cards.
<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>
Opposites Attract

- no
- yes
- add
- subtract
- day
- night
Opposites Attract

- long
- short
- funny

- sad
- more
- less
2-3 Student Center Activities: Vocabulary

Opposites Attract

laugh  cry  new

old  end  begin
out
here
there

fail
pass
in
<table>
<thead>
<tr>
<th>fix</th>
<th>break</th>
<th>awake</th>
</tr>
</thead>
<tbody>
<tr>
<td>asleep</td>
<td>fancy</td>
<td>plain</td>
</tr>
</tbody>
</table>
cool    warm    sour
sweet    lost    found