

CONSULT
4
KIDS

1 Set of Cards—4 Games
Synonyms
3rd Grade

1 Set of Cards—Four Games

Purpose: The purpose of this kit is to give students an opportunity to use synonyms. The cards are in pairs so that each card has a synonym that matches it.

This kit has four different games: Memory Match, Path to Success, Synonym Hangman, and Synonym Speed

Memory Match

Purpose:

The purpose of this activity, Memory Match, is to see if you can match the synonym with another word that has the same meaning. As you match, you collect the cards. The Person with the most cards wins.

Materials:

Deck of Synonym Cards (included in this kit)

Directions:

1. Make a 5 by 5 grid of cards
2. Begin playing when first person turns over two cards
3. If cards match (they are synonyms), then player collects the cards and continues to play
4. If the cards do not match, the cards are turned back over and the second player takes his/her turn
5. If cards are removed from the grid, then they are replaced by the remainder of the cards, one at a time until all cards are in play

Path to Success

Purpose:

The purpose of this activity, Path to Success, is to see if you can match the synonyms with the word that means the same or nearly the same. As you match, you collect the cards. Person with the most cards wins.

Materials:

Deck of Synonym Cards (included in this kit)

Directions:

1. Shuffle the deck
2. Take $\frac{1}{2}$ of the cards (27) and place them in a rectangular path with a beginning and an end
3. Take the other $\frac{1}{2}$ of the cards and turn them face down
4. Player 1 looks first at the cards that are face up. If any of these cards match (synonym-synonym) he/she picks up the two cards and replaces those with cards from the pile
5. If no cards match, then the player draws a card from the pile and tries to find a match. If a match is found, it is picked up. If not, the player keeps the card in his/her hand
6. Play continues until all cards are matched

Synonym Hangman

Purpose:

The purpose of this game is to practice synonyms

Materials:

- White board
- Crayola
- Deck of cards

Directions:

1. Divide students into teams of 4
2. Two teams will meet together to challenge each other
3. Distribute the deck of cards to the groups
4. Team 1 selects a card, brainstorms to determine a synonym for the card, then draws a Hangman for the synonym
5. Team B has 15 guesses to determine the word
6. If Team B guesses the word in less than 15 guesses, the team gets 1 point. If the Team can also name the synonym, the points double
7. Play continues until all cards are played

Synonym Speed

Purpose:

The purpose of this game is to quickly identify as many synonym pairs as you can

Materials:

Deck of Synonym Cards

Directions:

1. Divide class into partners or groups of 3
2. Each group has a deck of Synonym Cards
3. Place all of the cards face up
4. Player A will match as many synonym pairs as he/she can while Player B says the alphabet. When Player B says the last letter, Player A's turn is over
5. Player B will now repeat the process while Player C says the alphabet. Play will continue until all cards are picked up
6. Player with most cards wins.

gift	present	idea
thought	dawn	daybreak
trash	garbage	soar

fly	heal	cure
scary	frightening	grumpy
cranky	neat	tidy

help	aid	under
below	purpose	goal
bother	annoy	results

solution	glad	happy
leave	depart	amuse
entertain	warn	caution

predict	foretell	known
familiar	notice	observe
renter	tenant	human

person	pretty	attractive
desire	want	tow
pull	destroy	ruin



For more information, contact
Consult 4 Kids at

www.consultfourkids.com