



## Animated Antonym Strategies

(Animated: Full of movement and activity)

2<sup>nd</sup> - 4<sup>th</sup> Grades

- **What I Did Not Do Yesterday:** Provide students with white boards. Students think of everything they did yesterday. For example: I went to the beach. I played video games, and did my homework. Ask students to write this list on their white boards. Now, ask students to write what they did NOT do yesterday. For example: I did NOT go to the beach, play video games, or do my homework. Ask students to act out what is true and what is not true. This activity helps students understand opposites.
- **Arnold Antonym:** Arnold Antonym is a horrible, obnoxious boy who does the OPPOSITE of what anyone tells him. Choose a student to be Arnold Antonym. Give Arnold a command. "Arnold" must do the opposite of your command. For example: "Do not stand." Arnold stands. "Open the door." Arnold closes the door. "Speak in a quiet voice." Arnold talks in a loud voice." "Do not ask a question." Arnold asks a question. Students take turns giving commands and portraying "Arnold."

- **Antonym Hunt:** Provide each student-pair with an index card. Fold the index cards in half. Students write a word on the front of the card and its antonym on the inside of the card. Tear the index cards in half at the fold. The teacher collects all the cards and mixes them. Next, she gives each student a card. The object is to challenge students to find the classmate who has the matching antonym card. When everyone has found their partner, ask each pair to read their antonyms to the class.
  
- **Antonym Tic-Tac-Toe:** At first, play this game with the whole class, then in student pairs. Explain that synonyms are words with similar meanings and antonyms are words with opposite meanings. Draw a Tic-Tac-Toe on the board. The teacher chooses a word that has many shades of meaning such as good, nice, cold, or happy. Write the selected word at the top of the Tic-Tac-Toe board. The "X" player chooses a playing space and marks a small "x." He writes a synonym for the selected word in the playing space. Then the "O" player chooses a playing space and marks a small "o." He writes an antonym for the selected word in his playing space. Play continues until someone gets three in a row.
  
- **Antonym Search:** Students work in pairs. They find four adjectives or nouns in a story book or text. Students write these four words on their white boards. Now, ask students to use the thesaurus and find one antonym for each word. Write the antonym beside the given word. Provide each student-pair with four 3x5 cards. Fold each card in half. Students write the given word on the front of the card. Inside the card, students write an antonym for the word. The teacher makes a master list of these antonyms
  
- **Bingo:** Provide students with Bingo Antonym cards. (These cards can be generated online.) The teacher calls out the first word of an antonym pair. Students look for its antonym. Students place a marker on the square, i.e., the teacher says, "Entrance." Students place a marker on the word "exit." When a Bingo is called, students must say the antonym and its matching pair to have a win.

- **Scavenger Hunt:** Ahead of time, the teacher stands the folded 3x5 cards around the room. Using the Antonym Master List from Antonym Search, the teacher says, "Find the antonym for the word "empty." Student-pairs look for "empty." The teacher asks the student-pair, "What is the antonym for "empty?" The first student-pair to guess an antonym gets to keep the card. The winner is the student-pair with the most cards at the end of the game.
  
- **White Board Flip:** Divide the class into two teams. Provide students with individual white boards and an erasable marker. Refer to an antonym list. Call out a word (cold). Students write the word on the front of their white board. When they finish writing, students "flip" their white boards and write an antonym (hot) for the word on the back of the white board. The first student to call out the antonym, spelled correctly, gets a point for their team. The teacher will call out the reverse antonym (hot) another time to help students memorize the antonym pair.
  
- **Memory:** Provide each student-pair with ten 3x5 cards. Fold the cards in half. On one side, write a word. On the other side, write an antonym for the word. Tear the cards in half on the fold. Turn over the cards. Arrange the cards (20) in a 5x4 grid. Students then play Memory. Turn over a card. Read the card. Turn over a second card. Read the card. Are the cards an antonym match? If they are a match, the student keeps the cards and gets another turn. If they are not a match, turn both cards over. The next person gets a turn. The object is to remember the position of each card and learn the antonym pairs.

## Antonym List

asleep	awake	agree	disagree
bad	good	backward	forward
bend	straighten	beautiful	ugly
beginning	end	below	above
big	little	better	worse
bright	dull	cheap	expensive
cold	hot	correct	incorrect
come	go	cruel	kind
courteous	discourteous	danger	safety

dark	light	deep	shallow
disappear	appear	dry	wet
dusk	dawn	early	late
easy	difficult	East	West
entrance	exit	empty	full
excited	calm	false	true
feeble	strong	foolish	wise
fast	slow	few	many
find	lose	first	last