

ANTONYMS

The cards in Antonyms.doc are designed for use in a card-matching memory game, like the TV show *Concentration*. They are formatted to be printed on business card stock that matches the Avery® 8371™ template. You can find such card stock in any business supply store.

I recommend using 10 pairs (two pages) at once for a game, unless your players have very good memories. A game with three or four players and 10 pairs will take about 5 minutes.

You can play the game with two or more players. Since the game requires memory, not just understanding the pairs, you can even play against your learner in a 1-1 lesson.

Be sure to shuffle the cards before laying them out so that matching pairs are not next to each other.

You can use the card templates for many other forms of matching games by filling in your own pairs. Some of the other possible categories of pairs you could use are

- Synonyms
- Homophones
- Rhymes
- Different tenses of the same verb
- Phrasal verbs and their meanings (e.g. *go on* and *continue*)
- Idioms and their meanings
- Proverbs and their meanings

Although I have never tried it, you could probably also use any of the sets of pair cards for a game of “Go Fish”. For example, with the antonym cards, the player with the *hot* card could ask another player if the second player has a card with a word that means *cold*.