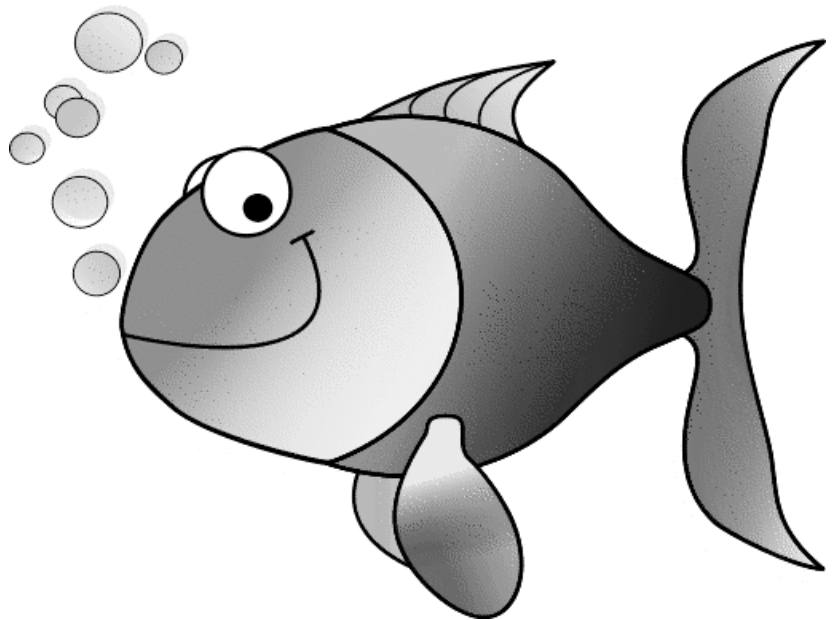


# Antonym Go Fish

-Pass out 7 Antonym Cards to each player. Lay the rest of the cards face down in the pond (the middle).



-Match any antonym pairs in your hand. Lay down any matches.

-Ask a player if they have the antonym for a word. If they have the antonym, they give the match to you. Lay down the match. You can ask for another antonym. If they don't have the antonym match they say, "Go fish."

-Pick a card from the pond. If you get what you asked for you can continue your turn.

-The next player continues the game and asks for an antonym.

-Keep playing until one player does not have any cards left.

absent

present

accept

refuse

advantage

disadvantage

alive

dead

always

never

ancient

modern

approval

disapproval

arrive

depart

abundant

scarce

advance

retreat

artificial

natural

ascend

descend

*attack*

*defend*

*attractive*

*repulsive*

*asleep*

*awake*

*agree*

*disagree*

backward

forward

bend

straighten

beginning

ending

below

above

massive

puny

blunt

sharp

better

worse

bravery

cowardice

build

destroy

bold

timid

bright

dull

clear

cloudy



broad

narrow

careful

careless

captivity

freedom

cheap

expensive

close

distant

clever

stupid

cold

hot

combine

separate

clockwise

counter  
clockwise

correct

incorrect

conceal

reveal

come

go

Common

rare

cruel

kind

courteous

rude

danger

safety

deep

shallow

decrease

increase

demand

supply

disappear

appear

sick

healthy

discourage

encourage

dismal

cheerful

dry

wet

dusk

dawn

early

late

simple

difficult

east

west

entrance

exit

empty

full

expand

contract

external

internal



fail

succeed

export

import

false

true

feeble

strong

frequent

seldom

forget

remember

fresh

stale

friend

enemy

gentle

rough

guest

host

guilty

innocent

love

hate

here

there

horizontal

vertical

hill

valley

heavy

light

hinder

aid

humble

proud

inside

outside

inhale

exhale

join

separate

intentional

accidental

first

last

lend

borrow

less

more

light

dark

leader

follower

low

high

mature

immature

narrow

wide

night

day

noisy

quiet



north

south

odd

even

open

shut

poetry

prose

possible

impossible

plentiful

scarce

rapid

slow

rich

poor

right

wrong

rough

smooth

singular

plural

sour

sweet

straight

crooked

take

give

top

bottom