

Contents

About this Book	4
Making & Using the File-Folder Games.	5
What the Research Says	6
Meeting the Language Arts Standards.	6
Word Lists	7

File-Folder Games

Wonderful Winter Day (<i>adjectives</i>).....	8
Sweetheart Syllables (<i>counting syllables</i>)	21
Celebrate Compounds! (<i>compound words</i>)	35
Spring in Antonym Park (<i>antonyms</i>)	47
Flower Cart Contractions (<i>contractions</i>).....	61
Fun in the Sun (<i>rhyming words</i>)	75
Sweet Synonym Apples (<i>synonyms</i>)	89
Harvest Hoedown (<i>verbs</i>)	103
Hide the Turkey (<i>homophones</i>).....	117
Holiday Shopping Spree (<i>nouns</i>).....	131

Spring in Antonym Park

PLAYERS: 2-3



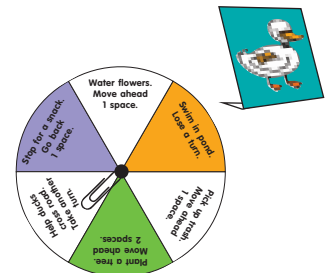
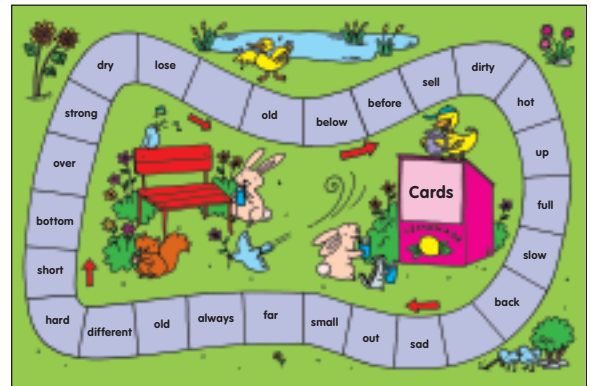
This game provides practice in identifying antonym pairs.

INTRODUCTION

Review the words on the game cards with children. After you read each word, write it on chart paper. Invite students to brainstorm one or more antonyms for each word. Write their responses next to the word.

ASSEMBLING THE GAME

- 1 Remove pages 49–59 from the book along the perforated lines. Cut out the file-folder label and pocket on page 49. Glue the label onto the file-folder tab. Tape the sides and bottom of the pocket to the front of the folder.
- 2 Cut out the directions, answer key, and game cards on pages 51 and 53. When the game is not in use, store these items in the pocket on the front of the folder.
- 3 Cut out the two sides of the game board on pages 55 and 57 and glue them to the inside of the folder.
- 4 Cut out and assemble the spinner and game markers on page 59.



EXTENDING THE GAME

- ⊙ Create a set of 24 cards labeled with the words found on the game board. Divide the class into two flocks of ducks. Distribute the game cards to one flock and the new cards to the other flock. On a signal, have one flock of ducks find ducks in the other flock who have cards labeled with the antonyms for their words.
- ⊙ Place the game cards in a basket, and have children form a circle. Then, play music and pass the basket around the circle. When the music stops, the child with the basket removes a card, reads the word, and names an antonym for the word.

Spring in Antonym Park



Spring in Antonym Park

PLAYERS: 2-3

DIRECTIONS FOR PLAY

- 1** Each player chooses a game marker and places it on any blank space on the game board.
- 2** One player shuffles the cards and deals five cards to each player. The remaining cards are stacked facedown on the game board.
- 3** The first player spins the spinner and follows the directions.
 - If the player lands on a space with a word, he or she reads the word and then checks to see if he or she has a card that shows the antonym for that word. If the player has a match, he or she lays the card on the table and the turn ends.
 - If no cards match, the player takes the top card from the stack. If that card matches, the player lays the card down and the turn ends. If the card does not match, the player keeps the card and the turn ends.(Note: Players may land on and share the same space.)
- 4** Players continue to take turns. When no cards are left in the stack, players continue the game using the cards in their hand.
- 5** The first player to get rid of all of his or her cards is the winner.
(Note: Players can move around the game board as many times as necessary.)



Spring in Antonym Park

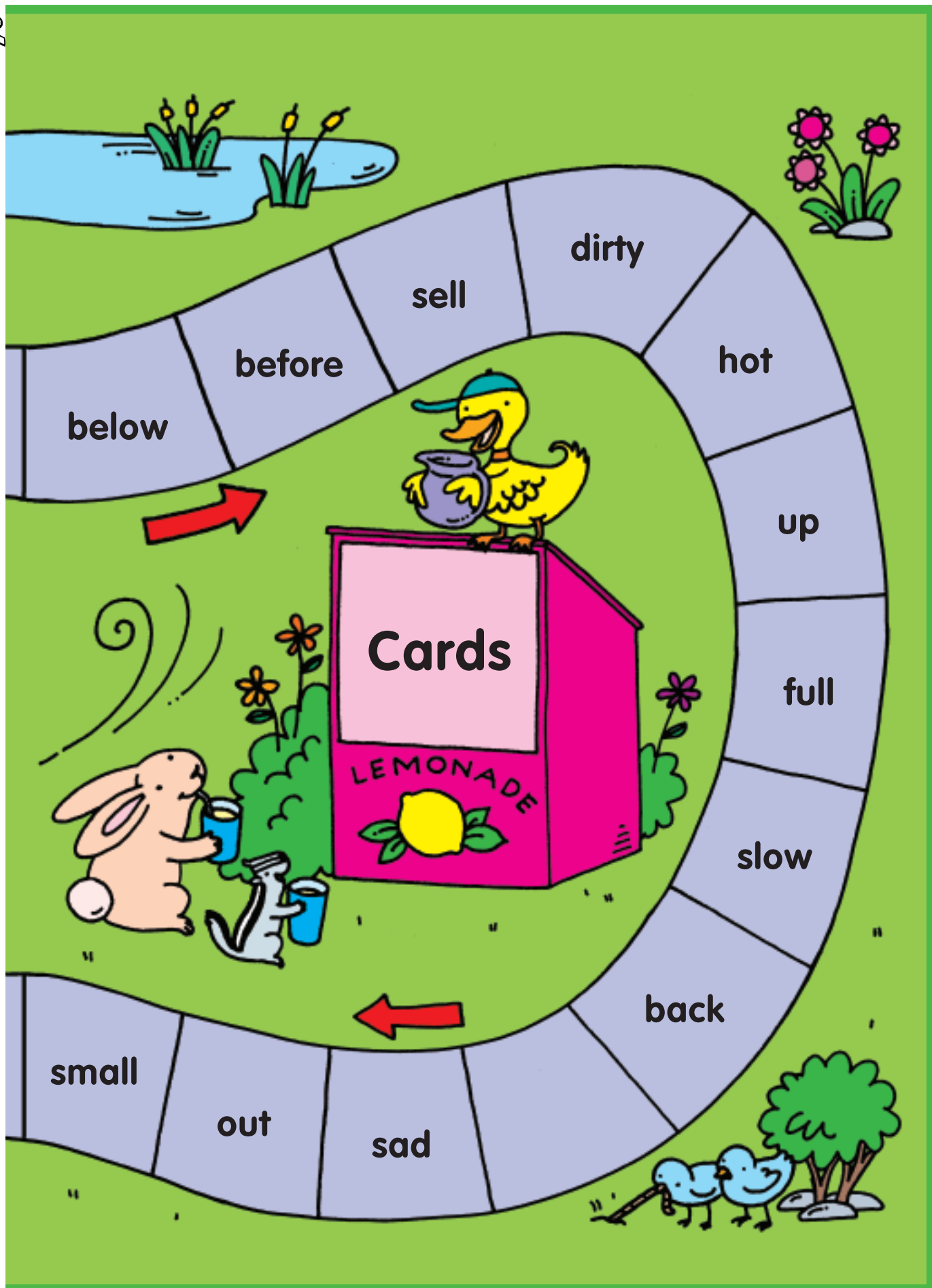
ANSWER KEY

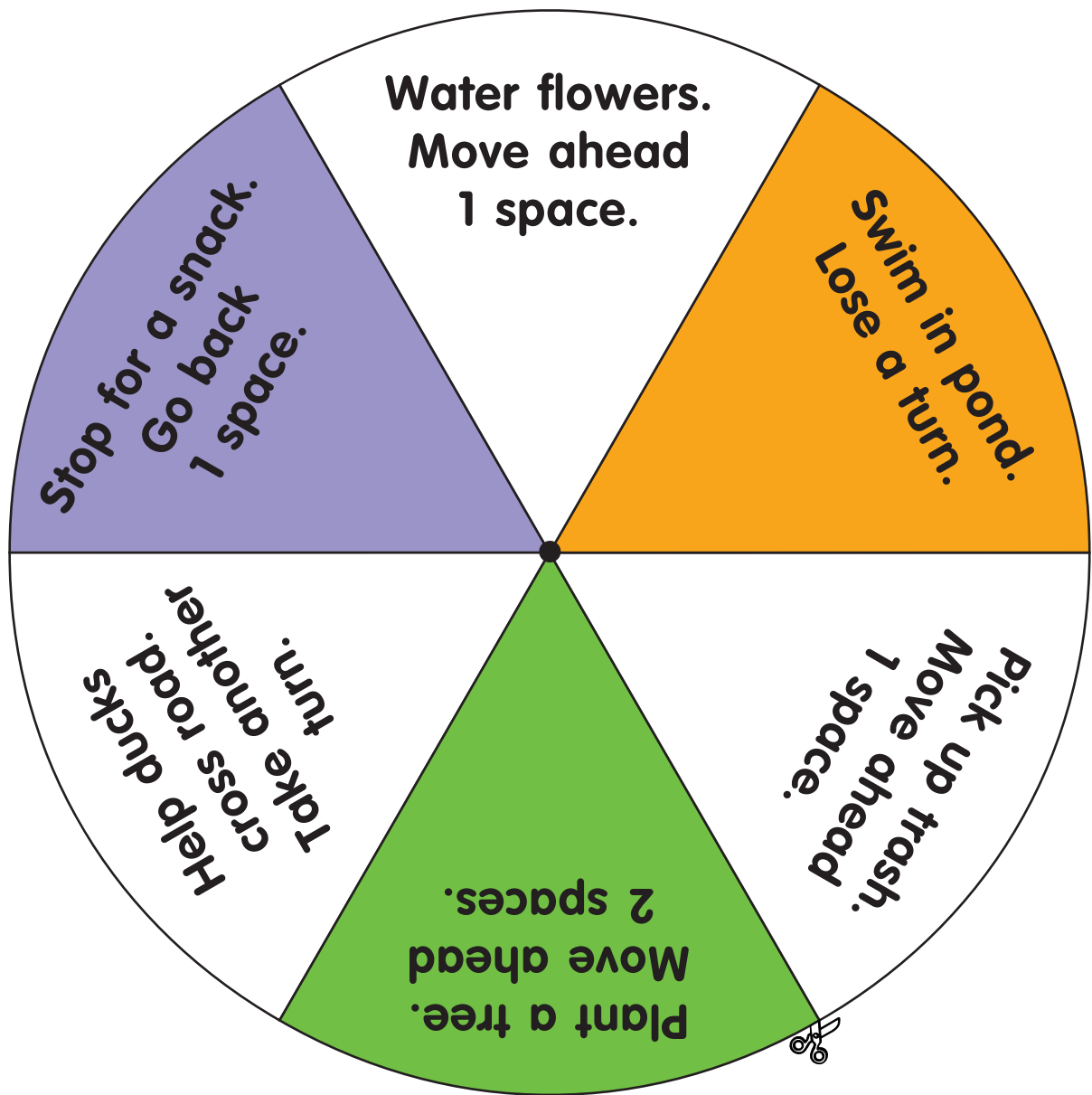
above, below	empty, full	near, far	top, bottom
after, before	fast, slow	never, always	under, over
buy, sell	front, back	new, old	weak, strong
clean, dirty	happy, sad	same, different	wet, dry
cold, hot	in, out	soft, hard	win, lose
down, up	large, small	tall, short	young, old

above	after	buy	clean
cold	down	empty	fast
front	happy	in	large
near	never	new	same
soft	tall	top	under
weak	wet	win	young

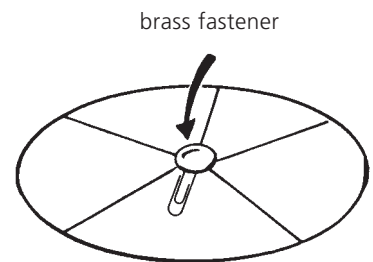
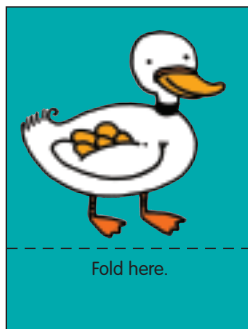








Fold the tabs on the game markers so they stand up.



Assemble the spinner using a paper clip and brass fastener as shown. Make sure the paper clip spins easily.