

6/7/26

# Antonym Antics

Estimated play time: Approximately 15 minutes  
 Number of players: Unlimited  
 Supplies needed: Scoring board/pad; noisemakers  
 Suitable for visually impaired players.

## Overview:

How many *antonyms*, (words opposite in meaning to each other) can you come up with? We've provided the word and, to the right of it, the first letter of the antonym we're looking for. For example:

<i>Retreat</i>	<b>A</b> dvance
<i>Dim</i>	<b>B</b> right
<i>Enemy</i>	<b>C</b> omrade
<i>Wet</i>	<b>D</b> ry

## Instructions:

1. This game can be played by individuals or in teams.
2. Read the first word. Discussion is permitted among teammates. Prior to the start of the game, a method to signal when a team is ready to answer must be determined. Ringing bells and New Year's blowers are just two inexpensive noisemakers. Raised hands work, but the host must be vigilant to watch for whose hand went up first. The host always has the final say in any disputes.
3. After a player/team is recognized as the first to signal, they may give an answer. If the first answer is incorrect, the other teams may "buzz" in and answer.
4. Scoring: Give 10 points for each correct answer.

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*What is the opposite of ...?*

Reject	A	_____
Timid	B	_____
Destroy	C	_____
Shallow	D	_____
Contract	E	_____
Rigid	F	_____
Innocent	G	_____
Despair	H	_____
Decrease	I	_____
Valuables	J	_____
Ignorance	K	_____
Captivity	L	_____
Ancient	M	_____
Foreign	N	_____
Pessimist	O	_____
Scarce	P	_____
Agreement	Q	_____
Common	R	_____
Complicated	S	_____
Opaque	T	_____
Division	U	_____
Concealed	V	_____
Reluctant	W	_____
Whisper	Y	_____

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**ANSWERS:** *(Other correct answers are possible.)*

Reject	<b>A</b> ccept
Timid	<b>B</b> old
Destroy	<b>C</b> reate
Shallow	<b>D</b> eep
Contract	<b>E</b> xpand
Rigid	<b>F</b> lexible
Innocent	<b>G</b> uilty
Despair	<b>H</b> ope
Decrease	<b>I</b> ncrease
Valuables	<b>J</b> unk
Ignorance	<b>K</b> nowledge
Captivity	<b>L</b> iberty
Ancient	<b>M</b> odern
Foreign	<b>N</b> ative
Pessimist	<b>O</b> ptimist
Scarce	<b>P</b> lentiful
Agreement	<b>Q</b> uarrel
Common	<b>R</b> are
Complicated	<b>S</b> imple
Opaque	<b>T</b> ransparent
Division	<b>U</b> nity
Concealed	<b>V</b> isible
Reluctant	<b>W</b> illing
Whisper	<b>Y</b> ell