

1/21/24

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:

DECLINE A CCEPT
DIM B RIGHT
ENEMY C OMRADE
WET D 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?		
RETREAT	A	
SKEPTIC		
INSULT		
CREATE		
ALLY		
PLAIN		
INNOCENCE		
LIGHT		
BORING		
SEPARATE		
PURL		
DESPISE		
ANTIQUATED		
DISTANT		
TRANSPARENT		
WAR		
ANSWER		
FORGET		
COMPLEX	_	
HUMUNGOUS	_	
OVER	U_	
PERPETRATOR		
LOSE	W	
WHISPER	Υ	



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ANSWERS: (Other correct answers are possible.)

RETREAT A DVANCE

SKEPTIC **B** ELIEVER

INSULT **C** OMPLIMENT

CREATE **D** ESTROY

ALLY **E** NEMY

PLAIN **F** ANCY

INNOCENCE **G** UILT

LIGHT **H** EAVY

BORING I NTERESTING

SEPARATE J OIN

PURL K NIT

DESPISE L OVE

ANTIQUATED **M** ODERN

DISTANT **N** EAR/NEARBY

TRANSPARENT O PAQUE

WAR **P** EACE

ANSWER **Q** UESTION

FORGET R EMEMBER

COMPLEX **S** IMPLE

HUMUNGOUS T INY

OVER **U** NDER

PERPETRATOR V ICTIM

LOSE **W** IN WHISPER **Y** ELL