

## *Side by Side 1*, Unit 5, pages 36–37

### **Board Game**

Students play a board game in which they answer questions.

- a. On poster boards or on manila file folders, make up game boards with a pathway consisting of separate spaces. You may use any theme or design you wish.
- b. Divide the class into groups of two to four students and give each group a game board, a die, and something to be used as a playing piece.
- c. Give each group a pile of cards face-down with questions such as the following:
  - What's the opposite of young?
  - What's the opposite of heavy?
- d. Each student in turn rolls the die, moves the playing piece along the game path, and after landing on a space, picks a card and answers the question.

*Option:* You should decide on the rules of the game. You may want each student to take his or her turn only once, or you may want a student who successfully answers a question to take another turn.



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### ***Tic Tac Vocabulary***

Students play a *tic tac toe* game based on vocabulary items.

- a. Have students draw a tic tac grid on their papers and then fill in their grids with any nine of the following adjectives:

|         |           |
|---------|-----------|
| married | expensive |
| small   | pretty    |
| short   | difficult |
| young   | thin      |
| poor    | quiet     |

- b. Tell students that you're going to say the *opposites* of the words in their grids. So when they hear a word, they should look for the opposite of that word and cross it out.
- c. The first person to cross out three opposites in a straight line—either vertically, horizontally, or diagonally—wins the game.
- d. Have the winner call out the words to check the accuracy.

