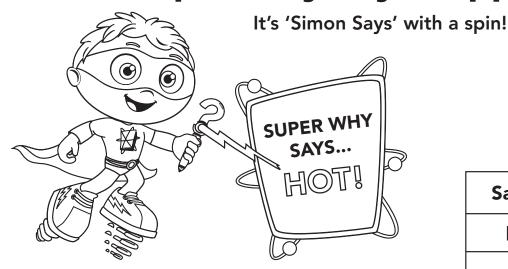
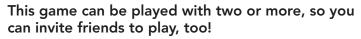
Super Why Says 'Opposites'





## **Directions:**

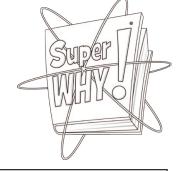
- 1. One player is chosen to be the leader, 'Super Why'.
- 2. Super Why will say a word from one of the columns in the list of words or choose his own word, and the other players should act out the OPPOSITE of that word. (For example: if the leader says "SUPER WHY SAYS... HOT!", then everyone could shiver or act 'COLD'.)
- 3. But, if the leader doesn't say "Super Why says" before the chosen word, anyone who acts out the opposite word is out and should sit down for the rest of the game.
- 4. The winner of the game is the last one standing. That person becomes the next Supery Why.

## Learning benefits:

Players will practice their creative thinking, learn new words, see how opposite words look in action, and sharpen their listening skills.

## Fun with one:

This is a fun game to play with just one child, as well, to encourage their comprehention of 'opposites'.



Sample Opposite Words		
big	<b>→</b>	small
good	<b>→</b>	bad
hot	<b>→</b>	cold
short	<b>→</b>	tall
new	<b>→</b>	old
up	<b>→</b>	down
light	<b>→</b>	dark
young	<b>→</b>	old
wet	<b>→</b>	dry
clean	<b>→</b>	dirty
high	<b>→</b>	low
in	<b>→</b>	out
soft	<b>→</b>	hard
quiet	<b>→</b>	loud
<del>-</del>		

