

Educational activities

Game "Antipoden"

Objectives: Know the concepts of antonymy, bring together pairs of opposite words.

Material

- . 21 "day" cards
- . 21 "night" cards
- . 4 "bird" cards

Rules of the game

- . Each player receives 5 "day" cards. The "night" cards are placed on the table, word not visible.
- . The first player turns over a "night" card. If he has the opposite card in his game, he forms a couple that he keeps then turns over a new "night" card.
- . If he does not have the opposite card, he passes his turn.
- . It is then up to the next player to turn over a new "night" card and form, if where applicable, the possible couples between his cards in hand and the cards turned over.
- . When a player turns over a "bird" card, all players must exchange their cards in hand with their neighbor in a clockwise direction.
- . The game continues in this way until all the pairs of opposites are united.
- . The winner is the one with the most couples at the end of the game.



turn off

turn on

useful

useless

gigantic

tiny

take off

land

restless

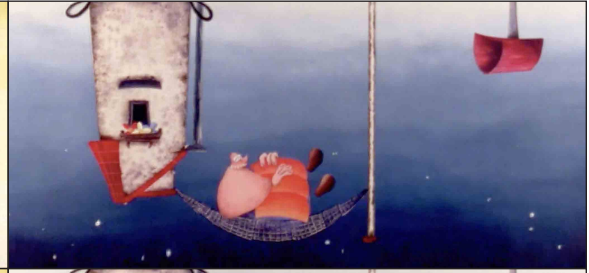
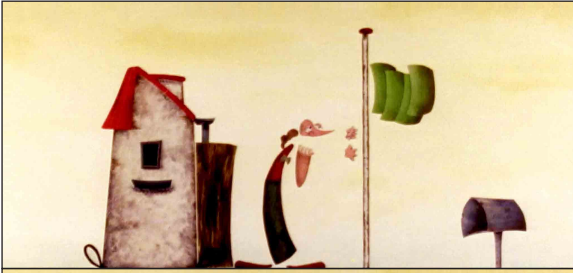
calm

different

same



To print on the back of the word cards



Activity proposed by Emilie from Jeux d'école based on the short film "Antipoden".
Director: Frodo Kuipers. Antipoden © Frodo Kuipers



Word cards

unhappy

happy

even

odd

worn out

brand new

go up

go down

laugh

cry

short

asleep

awake



Word cards

slowness

speed

allow

forbid

day

night

pleasant

unpleasant

buy

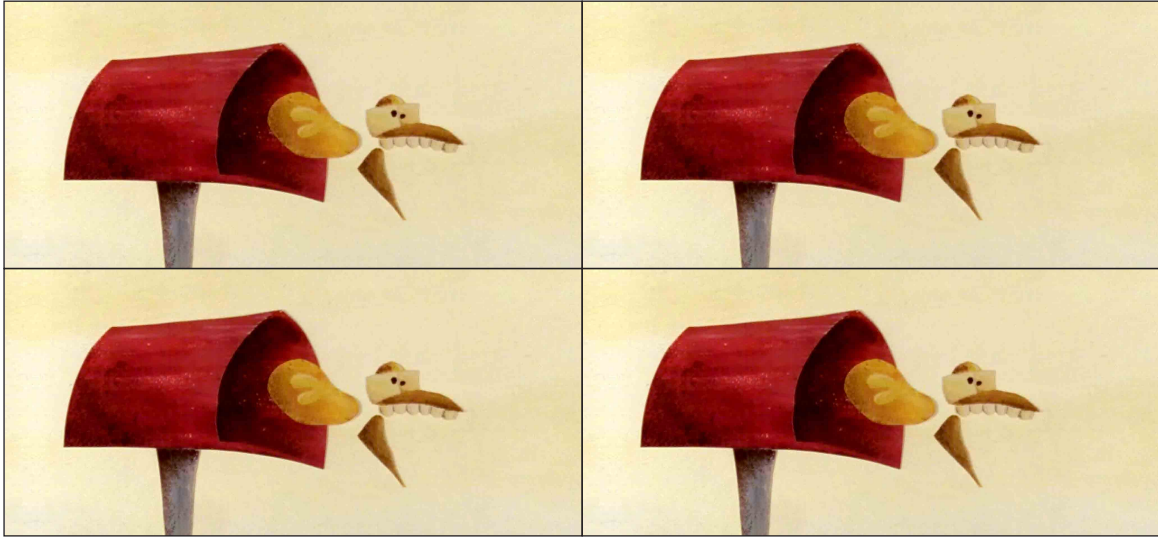
sell

honest

dishonest



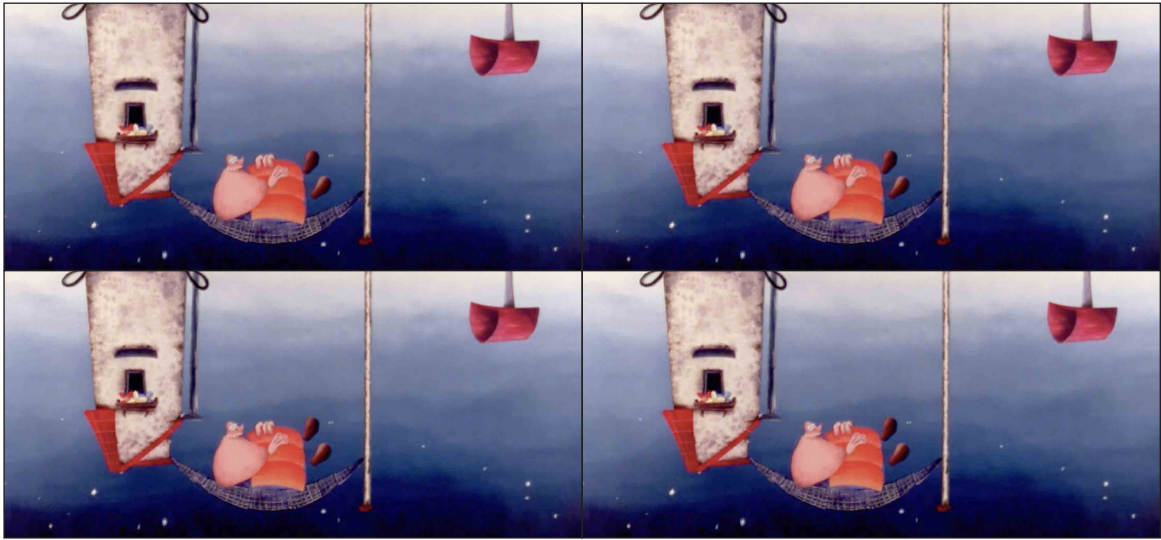
"Bird" cards



Activity proposed by Emilie from Jeux d'école based on the short film "Antipoden".
Director: Frodo Kuipers. Antipoden © Frodo Kuipers



To print on the back of the "bird" cards



Activity proposed by Emilie from Jeux d'école based on the short film "Antipoden".
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