



Mingle Games

Challenging

Volume Three

**A Collection of
Challenging and Exciting
Classroom Mingle
Games for Elementary
Grade Students**

CompuRead

Disseminating the Joy and Logic of Reading



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Introduction to Mingle Games

Children have to move and through *CompuRead Mingle Games* they joyfully await for information to be taught in a fun and sociable way. Learning comes alive in a *CompuRead Mingle Game* and allows the struggling student to work with a high performing student.

Perhaps the greatest value which can be claimed for *CompuRead Mingle Games* is motivation. Because children inherently like games and can learn efficiently from them, the reasons below can further enlighten the teacher as to a mingle games justification.

- a. Children give undivided attention and interest to a mingle game and make a sincere effort to contribute to the best of their ability.
- b. Mingle games demand constant concentration of all participants to the end of the game. Mingle games have no passive observation on the part of players.
- c. Low achieving children gain status and success through playing with and showing equal skill to higher achieving students.
- d. Mingle games afford a variety of ways to present and review desired learning according to pupils' interest. Mingle games are intended to reinforce, not replace, other teaching techniques. They do not violate sound methods of teaching nor defeat the purpose of classroom work.
- e. Mingle games often give a sense of visualization and give purpose to learning. Visualization is a major justification for using a game to help the students into the "I've got it," moment of learning.
- f. High achieving learners sometimes should be grouped together.
- g. Many mingle games can be carried over and played with siblings at home.
- h. Mingle games inspire the pupils to greater effort because of the necessity for the knowledge of all players. Self-competition found in a mingle game is planned to encourage the child to his highest level.
- i. Mingle games often will speed up, as well as strengthen, learning in the fundamental skills.
- j. Pupils must understand why the game is being played, that the goal is learning and not just fun. They need to play the game according to the rules and to develop good sportsmanship. Hard things are taught often by easy means such as a game but children need to learn how to work. They need to develop the attitude that many times extreme effort must be necessary if permanent learning is to take place. Students also need to learn how to play, especially when a game will result not only in some fun but to solidify the skill they have studied so hard to learn.
- k. Mingle games in these volumes do not have long, complicated, or vague directions. The games reinforce a particular skill with directions which can be easily and quickly explained.

Observation of Students Through Games

Teachers find Mingle games a wonderful opportunity to learn more about a student's personality. The teacher may solve other student problems by observing students in the many situations of mingle games.

Teachers should be alert in determining how, when and where the games can best be used.

Both teachers and children want their classroom to be a happy place in which to work. To have a heavy work day enlivened by the planned diversion of a purposeful, occasional and lively mingle game makes school the joyful place children want to be.

Mingle Games Further Liven a Happy Classroom

No child expects all learning to be fun and no child wants to play games all day long. With justification it can be said that an expected Mingle Game has "built in" incentives for any player to be prepared for his part in the game and feel confident to participate.

Both teachers and children want a happy classroom atmosphere and everyone looks forward to the planned diversion of a purposeful, occasional and lively mingle game. Mingle games are not quiet. Be prepared for noise. As each player talks the sound gets louder so as to be heard above the next player.

Grade Level of Mingle Games

It is impossible to indicate precisely the one grade level of mingle games. *CompuRead's Mingle Games* in these volumes are useful in many situations. They appeal to many ages, often including adults. At any indicated grade level, the range of ability and interests may span several years. This range widens as the students mature.

The *CompuRead Mingle Games* have been classified into three major difficulty levels in three separate volumes.

1. Easy Mingle games, Volume 1
2. More Skilled Mingle games, Volume 2
3. Challenging Mingle games for Top Students and Adults, Volume 3

The games are listed by name and its purpose.

CompuRead Mingle Games can span many grades. Intermediate and upper-grade teachers will dip down into Easy Mingle games to reinforce earlier learning to help low achievers. Primary-grade teachers will reach up into the Challenging Top Students and Adults games to challenge high achieving learners. Mingle games are played where they can best be of service.

As the teacher learns the skills, interests, levels of achievement and the needs of her pupils, that is the best guide for selection of a mingle game.

Classroom Materials for Mingle Games

1. A standard office size clipboard for every child in the class.
2. A slat board with transparent slats the child can see through to put the words behind that can be clipped to the clipboard.
3. Index File cards.
4. Large envelopes to store games for future use.
5. Large Safety Pins, common pins.
6. Plastic Page Protectors.
7. Scissors, Chalk, Chalkboard, Erasers, Pencils, Paper.
8. Large mirror or a small mirror for each child.
9. Playing area large enough for students to circulate.

Mingle Games Skills Learned

- Beginning, Medial and Final Sounds
- Remembering Objects, Letters and Words from Pictures
- Funny Songs and Poems to Teach Phonetic Sounds
- Memory and Writing of School Events
- Key Words for Sounds
- Rhyming One Word and in Poetry
- Opposite Words
- Silent Letters
- Correct Tongue, Lip and Jaw Movements
- Like and Different Sounds and Words
- Sound Matching
- Pantomime Matching
- Remembering Patterns
- Sight Word Matching in Voice and Written
- Jig Saw Puzzle Match
- Blowing "wh" Sound
- Blends Poems for Accuracy
- Matching Colors and Shapes
- Motor Likeness and Differences
- Pictures Same and Different
- Likeness and Difference in Tempo of Music
- Likeness and Difference in Notes Sung
- Days of Week, Months of Year, Seasons, Cardinal and Ordinal Numbers
- Parts of Body, Bones, Muscles, etc.
- Right-Left Manipulation
- Following Verbal and Written Directions
- Identifying Sounds
- Sentence Match
- Inflectional Endings
- Defining Words
- Deriving Who, What, Where, Why and How From Pictures
- Matching Rule to Words
- Punctuation Marks
- Sound alike, Different Meaning and Spellings
- Contractions
- The Use of I
- Asking and Telling Sentences
- Capital Letter Beginnings
- Common and Proper Nouns
- Complete and Incomplete Sentences
- Familiar Poems and Nursery Rhyme Order
- Abbreviations
- Is and Are Usage
- Was and Were Usage
- Break, Broke and Broken Usage
- Speak, Spoke and Spoken Usage
- He, She and Him and Her Usage
- Variant Endings er, ed, ing
- Tongue Twisters
- Relevant and Irrelevant Sentences
- Multiple Meanings in Sentences
- Similar Sounds, Different Letters
- Cause and Effect and Mood
- Feelings for Self and Others
- Fact and Fiction
- Sequence of Pictures, Poems and Songs
- Memory of Passage from Stories, Proverbs, Songs, Poems.
- Acting as Reader Reads, Players manipulate puppets
- High Low, Near Far Sounds
- Assembling Sequence of Story Sentences
- Repeating Numbers, Events, People, Directions Backwards

Mingle Games - Volume Three

- Matching of Familiar Poems, Songs, or Known Skill
- Word Order in Sentences
- Sentence Word Sequence
- Correct Spelling
- Alliterate Sentences
- Ending Familiar Expressions
- Matching Emotional Expressions
- Sports Words for Football, Basketball and Baseball
- Matching the Punch Line to Make a Joke Funny
- Restructuring Story Sentences for Accuracy
- Marching Low Vocabulary and High Vocabulary
- Analogies for: How Words Go Together, Degree, Antonyms, Part to Whole, Small to Big, Same, Relationship, Similar, Less Than, Hierarchy, Necessity, Cause and Effect
- Idioms
- Use of Adjectives
- Frequently Seen Sign Matching
- Multisyllable Agreement
- Prefix and Suffix Meanings
- Root Words

Challenging Mingle Games for Top Students and Adults

Jokes to Laugh Out Loud

Understanding Humor

CHALLENGING MINGLE GAMES

Purpose

–To appreciate and decide what makes a joke “funny.”

Players and Possible Grade Levels

– Grade 3 to Adult

Directions

- Distribute as many jokes as teacher wishes to half the class. Clip to clipboard.
- Distribute punch lines to match jokes to other half. Clip to clipboard.
- Mingle to match the jokes with the punch lines.

Variations

- Act out the joke through pantomining.
- Start a joke book where clean jokes are written down to make another joke game.

Hints

- High functioning lower grade students are able to “catch on” to a joke.
- Play the game at the end of the day for a joke to take home.
- Play games with jokes that mesh into the current subject being taught.
- Jokes can be used from early grades to faculty parties.
- Section Three of the CompuRead manual *What I Wish I'd Known My First Year of Teaching* gives further reasons why a joke is funny.

Winners

- Only a winner when the two players who match the joke with the punch line can tell why it is funny.

"help my house is on fire,"
called the excited man. "How
do we get to your house" said
the phone operator.

Teacher: "What does it mean
when the barometer starts
falling?"

"Just tell the fireman to get
into their big red truck."

"I don't know. Whoever
tacked it up there didn't mail
it very well."

Policeman: "You can't park here."
Driver: "Why not?"
Policeman: "Read the sign."

Bobby's Aunt Asked, "How do you like suchhool?"

Driver: "Looks good to me. It says, Fine for Parking."

"Closed."

Mugsy: He called me a dweeb. I'll give you five minutes to take that back."

"Oh, this looks great. It is an ideal place for a picnic."

Suggsy: "Well, what if I don't take it back?"
"Then I'll extend the time."

"It must be, 50 million atoms can't be wrong."

Not many years ago a computer was as big as a house.

How big was the house?

Help! I've lost my cell phone.

"Somebody should invent a phone that pongs in so it won't get lost.

Whgave free speech in the
United States.

Our family was watching a
beautiful sunset.

"They shy don we have
phone bills?

"I wish we could click and
save it."

"I'm not going back to school."
"Why, this is only your first day."

Elroy came home from his first day at school.

"My teacher doesn't know anything. All she does is ask questions."

"Some day didn't know how to spell cat. I told her."

"How do you like your new
teacher?"

"I'm the teacher's pet."
"How come?"

"I don't. She told me to sit
up front for the present.
Then she didn't give me
one."

"She can't afford a dog."

"Teacher" "If "cant't" is
short for "cannot," what is
"don't" short for?"

Teacher: "What are subor-
dinate clauses?"

"Doughnut."

"Santa's helpers."

Teacher: "Order, children,
order."

Teacher: "Is that a pickle
behind your ear?"

"I'll have a burger with
french fries."

"Gosh! I must have eaten my
pencil."

"This cereal has no fat,
sodium, cholesterol, sugar,
carbs, nuts, or nitrates."
What does it contain?

"Nothing, the box is empty."

Teacher: "What do we do
with crude oil?"

"Teach it manners."

"This will be the shipping
and handling charges," said
the clerk.

Why shouldn't you insult a
skunk?

"That is so expensive.
Then please ship it without
handling it?"

"He's bound to make a
stink."

What did the judge say
when a skunk was arrested
and brought into the court-
room?

"Odor in the court."

What makes rabbits sad?

"When they have bad hare
days."

Why do farmers put a bell
on a cow?

"To use when their horns
don't work."

Who can help a sick dog?

"A dogter."

Why don't dalmations like to
play hide and seek?

"Because they always get
spotted."

Why is it never wise to play
against big cats in a game?

"Because they might be
cheetas."

What do cats have thaty no
other animal in the world
has?

"Kittens."

What is the favorite game
of ally cats?

"Bowling."

What is a purrfect score?

"When a cat aces a test."

What is a pup tent?

"Canvas that has been
crossed with a dog."

What happens when a
beautiful German Shepherd
is crossed with a beautiful
lilac?

"A beautiful collie flower."

Why does your cat think
himself a very cool cat?

"Because he was put into a
refrigerator."

What most resembles one
half of an apple?

What's the best way to
catch a squirrel?

"The other half."

"Climb the tree and act like
a nut."

What happens when you
feed lemons to a cat?

"Haven't I seen your face
somewhere before?"

"You get sour puss."

"No, its always been right
here between my ears."

"I'd like a winter coat."
"How long?"

Father: "you're pretty dirty,
aren't you?"

"For the whole winter."

Daughter: "yes, I'm pretty
when I'm clean, too."

Father: "How did you do on
your first day of school?"

Lady to Butcher: "Sir, this
chicken has no wishbone."

Son: "Not too well, I guess.
I have to go back tomorrow."

Butcher: "Madam, this
chicken was so happy it had
nothing to wish for."

Teacher: John, why are you late?
John: There was a sign down the street.
Teacher: What has a sign got to do with your being late?"

"My do can do math."
"He can?"

John: "The sign siad,
"School ahead. Go Slow."

"I ask him how two minus two is and he says nothing."

Visitor on the farm: I never
saw so many flies. Dont you
ever shoo them?"

Teacher: "How many feet in
a yard?

Farmer: "No, ma'am. We let
them go barefoot."

Student: It depends on
how many people are in the
yard."

Visitor: "What's the matter? You look worried."
New Farm Hand: "Work, work, work. Nothing but work from dawn till dark."
Visitor: "How long have you been at it?"

City Boy: "What are you going to do with that fertilizer?"
Farmer: "Put it on my strawberries."

Farm Hand: "I start tomorrow."

City Boy: "Ha, ha,. We always put sugar and cream on ours."

Mother: Did you eat the cookies in the cookie jar?"
Jack: "I didn't touch one."
Mother: But there is only one left."

Tad: I fell into a puddle.
Dad: With your new jacket on?

Jack: "That's thenone I didn't touch."

Tad: "Sure. I didn't have time to take it off."

City Lady: Look at that bunch of cows."
Cowboy: "not bunch - herd."
City Lady: "heard of what?"
Cowboy: "herd of cows?"
City Lady: "Sure I've heard of cows."
Cowboy: "No - a cow herd."

Why did the man bring a rope to the ball game?"

City Lady: "Why should I care what a cow heard. I've no secrets from a cow."

"Because he wanted to tie the game."

Neighbor's Son: "May I
borrow your scissors?"
Neighbor: "Doesn't your
mother have a pair of
scissors?"

The older generation
thought nothing of get-
ting up at five o'clock in the
morning.

Neighbor's Son? "Yes, but
hers don't cut tin."

"The younger generation
deesn't think much of it
either.

"I have a job in a watch
factory."
"What do you do?"

"I just stand around making
faces."

Did you know it takes three
sheep to make one sweater?

"I never knew sheep could
knit."

Mandy: "On, you poor boy.
Were you hurt while you
were on the football team?"

"No, but I certainly was
hurt when the football tam
was on me."

Great Kid Sayings

From Many Books

CHALLENGING MINGLE GAMES

Purpose

– To encourage students to read and see books from many student's points of view.

Players

– Grades 1-6

Materials (Cards)

1. A book in the hand... **is worth two on the shelf.**
2. A book needs a reader... **and a reader needs a book.**
3. A man's book... **is his knowledge.**
4. A good reader... **has a good name.**
5. You learn better... **when you read.**
6. Don't buy a pig in a poke... **buy a book and a lifetime of knowledge.**
7. It is never too late... **to read a book.**
8. A good book and a good reader... **are never parted.**
9. One good book... **deserves another.**
10. Fine books... **make fine friends.**
11. Old books... **make new friends.**
12. Reading is for... **everyone.**
13. A book's words never die... **they just keep on teaching.**
14. Give him a good book... **and he'll keep reading.**
15. A book read... **is a book learned.**
16. A good book... **is better than riches.**
17. A book tells... **all tales.**
18. Read books... **and smile.**
19. Books go forth... **to inspire you.**
20. The better the book... **the better the mind.**
21. A book a week... **keeps you at your peak.**
22. Asked a question you don't know... **Read a book let knowledge flow.**
23. Books help those... **who help themselves.**
24. Fine books... **make fine brains.**
25. Experience a good book... **Books only help those who read them.**
26. A man's book... **is his pleasure.**
27. Dullness is but... **cover deep.**
28. It's better to read some... **than never.**
29. A book in the morning, A book at night... **Makes our knowledge, good and bright.**
30. All work and no books... **makes a dull day.**
31. No knowledge... **is dangerous.**
32. No books... **no brains.**
33. A book you read... **is a friend indeed.**
34. A book gets... **a brain brighter.**
35. Make a future... **read a book.**
36. Man's best friend... **is a book.**
37. A wise man's brain... **are his books.**

Directions

- Distribute as many cards sets as teacher wishes. Half of the cards have the saying in black and the other matching card with the answer in red.
- Students read, study and learn the sayings with each other.
- Students cut card in half, separating the black lettered cards from the red lettered cards and hand out to students to mingle and match.

Variations

- For more challenge, assigned students say the first half of their saying. Other assigned students remain silent until they hear their match.

Hints and Cautions

- This game tends to become quite loud. Remind students to talk softly.
- Depending upon the number of sayings, the student must say his saying to several students before he finds a match. This tends to prolong the game.

Winners

- First to find matches wins but all players report to teacher or student leader.

1. A book in the hand...

2. A book needs a reader...

is worth two on the shelf.

and a reader needs a book.

3. A man's book...

4. A good reader...

is his knowledge.

has a good name.

5. You learn better...

6. Don't buy a pig in a poke...

when you read.

buy a book and a lifetime of
knowledge.

7. It is never too late...

8. A good book and a good reader...

to read a book.

are never parted.

9. One good book...

deserves another.

10. Fine books...

make fine friends.

11. Old books...

12. Reading is for...

make new friends.

everyone.

13. A book's words never
die...

14. Give him a good book...

they just keep on teaching.

and he'll keep reading.

15. A book read...

is a book learned.

16. A good book...

is better than riches.

17. A book tells...

all tales.

18. Read books...

and smile.

19. Books go forth...

20. The better the book...

to inspire you.

the better the mind.

21. A book a week...

22. Ask a question you don't know...

keeps you at your peek.

Read a book let, let the knowledge flow.

23. Books help those...

who help themselves.

24. Fine books...

make fine brains.

25. Experience a good
book...

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Books only help those who
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are his books.

Purpose

- To be aware that our joyful and playful English Language doesn't always mean what the words say they should.
- To be aware we understand English better when we know the idioms.

Student Players and Possible Grade Levels

- All class. Struggling students paired with high functioning students, team of high functioning students.

Materials

- Cards with printed idioms.
- Clipboards
- Three hole binder and plastic protective pages to hold creative idiom art.

A sample list could be:

- to make a scene [to not make a scene]... to draw undue attention to someone or something
- To know the ropes... to be familiar with a situation or place, to have prior experience
- By hook or crook... to accomplish a task by any means available
- In the limelight... to be the center of attention
- [To] Keep the ball rolling... not stop what you are doing, to continue on
- Don't give up the ship... to not be discouraged and stay with the task at hand
- Keep the home fires burning... to keep a close watch over something, to continue on when others are away
- To rake over the coals... to constantly observe someone or to continually look for errors in a persons actions
- Turn tail [and run]... to get away [run] from a bad situation
- Bury the hatchet... end a quarrel and be friends, to forgive someone's past actions
- Hit the hay... go to bed, to sleep
- Stick in the mud... someone who dislikes change or wants the situation to stay the same
- Gone to the dogs... everything is going or has gone wrong
- Eat humble pie... to apologize
- Burn the midnight oil... to diligently apply oneself to a task
- Throw in the towel... admit defeat, to give up (as in a sport, e.g., boxing)
- [The] Wolf is at the door, to keep the wolf from the door... to be lacking in living essentials; e.g., food, heat
- [You're] Up in the night... don't know what you're talking about, does not have all the facts
- [To] jump ship... to abandon a task, to get away from something difficult

Directions

- Print out the Idioms and answer cards. Children mingle to match the idiom with its meaning.

Variations

- Have children think of idioms we say every day without even thinking.
- Listen to teachers, parents and adults talk. Have parents help. Write the idioms.
- Write those seen in reading.

- The Internet has hundreds from which to pick and choose.
- High functioning children may want to know how some idioms came to be as: “know the ropes,” e.g., comes from knowing how to change the many complicated ropes that change the scenery in a theater.
- When all have been matched, all the pairs with matching cards could prepare a silent pantomime for the class to decide the idiom being acted.

Caution

- Have patience with low functioning students who do not usually think in the abstract and creative terms of an idiom.

Winners

- There are hundreds of idioms in English. Children who enjoy idioms may find it fun to make a book with their artwork depicting what the words actually say and what they mean.

to make a scene [to not
make a scene]

To know the ropes...

to draw undue attention to
someone or something.

to be familiar with a
situation or place, to have
prior experience.

In the limelight...

By hook or crook...

to be the center of
attention.

to accomplish a task by any
means available.

[To] Keep the ball bouncing...

Don't give up the ship...

not stop what you are doing,
to continue on.

to not be discouraged and
stay with the task at hand.

Keep the home fires burn-
ing...

To rake [someone] over the
coals...

to keep a close watch over
something, to continue on
when others are away.

to constantly observe
someone or to continually
look for errors in a persons
actions.

Turn tail [and run]...

Bury the hatchet...

to get away [run] from a bad situation.

End a quarrel and be friends, to forgive someone's past actions.

Hit the hay...

Stick in the mud...

Go to bed, to sleep.

someone who dislikes change
or wants the situation to
stay the same.

Eat humble pie...

To apologize.

Gone to the dogs...

Everything is going or has
gone wrong.

Burn the midnight oil...

to diligently apply oneself to
a task.

Throw in the towel...

admit defeat, to give up (as
in a sport, e.g., boxing.)

[The] Wolf is at the door,
to keep the wolf from the
door...

[You're] Up in the night...

to be lacking in living
essentials; e.g., food, heat.

Don't know what you're
talking about, does not have
all the facts.

[To] jump ship...

To abandon a task, to
gt away from something
difficult.

How to Write

Fiction, Nonfiction

CHALLENGING MINGLE GAMES

Purpose

- To learn the construction and main points of how nonfiction stories are written, such as a journalistic news story.
- Learn new vocabulary.
- To put stories together sequentially.
- Awareness of Sequence and Significance of Events

Student Players and Possible Grade Levels

- All students in the class. One Student is leader for each story.

Materials

- Copy of the same picture. One for each student.
- Paper to write own story.
- Strips of paper, pens or pencils,
- Clipboard.

Directions

- Give a copy of the same picture to every child.
- The children discuss the picture among themselves and with the teacher as to who, what, when where, why and how.
- As the children discuss the picture, the teacher listens to their conversations and writes the important words they say as stimulus words to write their story, which she writes on the chalkboard.
- Each student writes his story and hands it in to teacher. Teacher writes sentences from one of the stories and hands the sentences out. (This could be the next day).
- Those holding a sentence mingle to find players who can answer the questions of who, what, when, where, why and how the sentences were in the story.
- When the question holder and the oral answerer think they have the correct answer, they sit together.

- | | |
|------------------------------------|--|
| a. who is in the story. | d. where did it happen or is happening |
| b. what has happened, is happening | e. why did it happen or is happening |
| c. when did it happen | f. how is it happening |

Variations

- Put the sentences together in sequence.

Hints

- The players should be thoroughly familiar with who, what, when, where, why and how to write a story.
- Even though high functioning players write longer and more mature stories, choose at times when the game is played, a story a struggling student has written.

Winners

- The two who chose a word such as who, what, when, where, why and how and can explain why they chose the word. There may be no winners, just further knowledge of nonfiction story writing.

Order in the Story

Sequence

CHALLENGING MINGLE GAMES

Purpose

- To become aware of the sequence of events in a fictional story.

Student Players and Possible Grade Levels

- All Students, Grades 3-6.

Directions

- Select two familiar stories.
- Select a captain and two helpers for each story.
- Write several main events that happened in each story on strips. Make one event not significant.
- Students are assigned to find the main events in one story, the others in the other story.
- Distribute the strips among the students.
- The students mingle to find the main events for their story and give them to the captain. He and his helpers put them in order. They are then read before the class.

Variations

- Tell the story backwards.
- Act the story out.

Hints

- A clipboard for security helps keep sentences in place and students to decide on answers.
- Sequence is a difficult task for struggling players. Pair a strong and struggling student.
- Struggling players see sequence more clearly if acted out.
- Make a manila folder that contains loose pictures of a story or poem and sentences that match (including one that does not). Students place pictures in correct sequence with the sentences.

Winners

- The class discusses which are main events and which event is not significant.

Sequential Story Order

Recognizing Main Events

CHALLENGING MINGLE GAMES

Purpose

- To become aware of sequential events in a fictional story and any non significant events.
- Sequential Short Term Auditory Memory for story events.

Student Players and Possible Grade Levels

- Ten Students per team. Two to three teams per class. Grades 3-6.

Materials

- Stories to be read.
- 4x6 index cards for sequential events.
- Clipboards, one per team.

Directions

Note: If you have five events

- Prior to playing this mingle game, select two familiar stories of your choice. The teacher or a student will read these stories to the class.
- Before the story is read to the class, write several main events that happened in each story on 4x6 index cards. From each story, write a sentence that is not significant to the story. (The number of main events will differ according to the comprehension level of the class.)
- From your class, select a captain and two helpers for each story.
- Distribute the cards among the students. Two students my work together to find the events.
- Half of the students are assigned to find the main events in one story, the other half will find the main events in the other story.
- The students mingle to find the main events for their story and give them to the captain. He and his helpers put them in order. Non significant events are separated from the main events and clipped to the side of the captain's clipboard.
- The main events are then read before the class.

Variations

- Tell the story backwards.
- Act the story out.
- Student's main events... list events here...

Hints and Cautions

- A clipboard for security helps keep sentences in place and students to decide on answers.
- Sequence is a difficult task for struggling students. Pair a strong and struggling student together.
- Struggling players see sequence more clearly if acted out.
- Make a manila folder that contains loose pictures of a story or poem and sentences that match (including one that does not). Students place pictures in correct sequence with the sentences.

Winners

- The class discusses which are main events and which event is not significant.

Purpose

- To aid students with communication skills by recognizing the many facial expressions and moods of others.

Student Players and Possible Grade Levels

- All students, Grade 1-6.

Materials

- Chart with facial expression pictures.
- Paper and pencils to draw expressions.
- Scissors to cut out various expressions.

Directions

- Distribute pictures of facial expressions to half the class according to the student's skill level. The other half receives the words that describes expression. Students mingle to match expression picture with description.

Variations

- Have fun by allowing students to make various facial expressions with a mirror.
- Students may wish to make a short skit depicting facial expressions.
- Students can make cartoons with facial expressions.

Hints

- Being able to read facial expressions aids in confidence of student and personality development.
- Students are familiar with facial expressions before game begins.

Winners

- No winners, just having fun with expressions and are somewhat able to communicate by reading others' expressions.



Worry



Fear



Fury



Melancholy



Annoyance



Anger



Horror



Hilarity



Surprise



Suspicion



Disdain







Worry

Fear

Disdain

Surprise

Fury

Melancholy

Annoyance

Anger

Horror

Hilarty

Suspicion

Combining Words #2

Contractions

CHALLENGING MINGLE GAMES

**See Combining Words #1 in Volume Two of Mingle Games for Contraction Cards.
These Contraction Cards have been pre configured and are ready for copying.**

Purpose

- To make students aware of the many contractions we use in speaking English.
- To have a model for the writing of another story of their own composition.
- Auditory Memory to arrange story events.

Student Players and Possible Grade Levels

- All of class, Grades 2-6

Materials

- Pencils to write contractions.
- Scissors to cut story apart.
- Copies of story written below.
- A clipboard for every two students.
- A solid area such as a school desk to place story sentences.
- The card with all the contractions and words comprising them written upon it for each two students.

Contractions With Not

are not....aren't
cannotcan't
could not....couldn't

did not....didn't
does not....doesn't
do not....don't
had not....hadn't
has not....hasn't
have not....haven't
is not....isn't
must not....mustn't
should not....shouldn't
was not....wasn't
were not....weren't
will not....won't
would not....wouldn't

Contractions With Have

I have....I've
they have....they've
we have....we've
you have....you've

Contractions With Would

he would....he'd
I would....I'd
she would....she'd
they would....they'd
we would....we'd
you would....you'd

Contractions With Will

he will....he'll
I will....I'll
she will....she'll
they will....they'll
we will....we'll
you will....you'll
Contractions With Are
they are....they're
we are....we're
you are....you're

Contractions With Is

he is....he's
here is....here's

it is....it's
one is...one's

she is....she's
that is....that's
there is....there's
what is....what's
when is....when's
where is....where's
who is....who's

Directions

- Note: Use the card you made with Contractions Game #1 to play this game. If you haven't played Game # 1, copy the above contractions to a large card so each student in your class will have a copy to keep.
- Pair two student players together.
- A Contractions Card from Contractions Game #1 is given to every two players.
- The story on the next page is read slowly by the teacher or a student (leaving out the contractions saying blank in their place) so all players hear the events of the story. It is within the players rights to request a second reading.
- The story is given to each two players. It is cut apart, mixed up and distributed among all the players. Each pair of players keeps six mixed up strips to start their events to clip to their clipboard.
- Any extra sentences not needed, such as duplicates, can be placed to the side of the desk.
- One of the two players is free to take turns to mingle among other students sitting at their desks to find a missing sentence they need that has been placed aside and return to place it in the correct position in their story.
- The paired students write the contraction answer on each strip.

Variations

- Another story could be written and played as the one above.

Hints

- A low functioning student and a high functioning student could work together to arrange the events and write the contractions.
- When the game is over, scores taken, and story read, discard the story strips. The strips have been written on and useless for a new game. It is easier to print out new copies if you wish to use the above story again.

Winners

- The two players who complete the most correct sentences within the given time limit.

A New Bike for May, Polly and Jerry

The McDonald children _____ far from home.

----- Cut Here -----

We _____ know how hard it would be to walk two miles after we missed the school bus.

----- Cut Here -----

After all those miles mother _____ at home. She must be in the garden.

----- Cut Here -----

We _____ find mother. We can wait right here.

----- Cut Here -----

" _____ looked all around the house and yard," said May.

----- Cut Here -----

She _____ be that far away.

----- Cut Here -----

I see a car turning onto the yard, _____ mother?

----- Cut Here -----

"Yes _____ mother," said Polly. "I think she has been over to Aunt Marie's house. Our new bike that Aunt Marie bought for us is in the van."

----- Cut Here -----

" _____ waiting right here to be first in line to ride our beautiful new bike," said May.

----- Cut Here -----

"_____ only let you ride it if you stay in the neighborhood."

----- Cut Here -----

"_____ win the school bike race next week," said Jerry, as he took hold of the handle bars.

----- Cut Here -----

"_____ going to call Aunt Marie right now and thank her," said May.

----- Cut Here -----

"Thanks, Aunt Marie. We _____ ride to your house because we _____ go out of the neighborhood.

----- Cut Here -----

I hope _____ be there to watch me win the bike race next week," said Jerry.

What Do You Know

Who, What, When, Where, Why, How

CHALLENGING MINGLE GAMES

Purpose

- To review the construction and main points of how nonfiction stories are written.
- Learn new vocabulary from each other.
- Become aware of how people see and write events differently.
- Long term Auditory Memory to put stories together sequentially

Student Players and Possible Grade Levels

- All class but this game appeals to high achieving students from Grades 2 - 6.

Materials

- Copy of the same picture for each student.
- Paper, pencil and scissors.
- Clipboard for each child.

Directions

Note: Prior preparation is required for this Mingle Game.

- Supplied by the teacher, give a copy of the same picture to every player. As the student looks at and evaluates his picture, each student writes the who, what, when, where, why, and how for his picture.
 - a. who is in the story.
 - b. what has happened, is happening
 - c. when did it happen
 - d. where did it happen or is happening
 - e. why did it happen or is happening
 - f. how is it happening
- The teacher makes a copy of all the stories written by the children.
- Two or three stories are handed out, perhaps the next day or so.
- The authors read their stories before the class. Students discuss how differently each student saw and wrote about the events in the same picture.
- The story events are then cut apart so the who, what, when, where, why and how are separated.
- The events are mixed among the students.
- Students mingle to put each author's story together and go to designated place.
- As the days go by, the stories of other players are given out in the same manner.

Variations

- The stories of all the class could be given out to two players who work together to find new vocabulary to write the story to improve it and make it more interesting.

Cautions

- The players should be thoroughly familiar with the concepts of who, what, when, where, why and how to write a story.
- Knowing their story will be read by others, legible writing is encouraged.
- Even though high functioning players write longer and more mature stories, choose at times when the game is played, a story a struggling student has written and is given credit for his efforts.

Winners

- No winners. Just the satisfaction of knowing how nonfiction stories are put together.

Tapping A Message

Short & Long Term Memory

CHALLENGING MINGLE GAMES

Purpose

- Concentration to sense of touch
- Short term memory

Student Players and Possible Grade Levels

- Grades K-3



Materials

- No materials necessary.

Directions

- Tap a rhythm pattern on the palm of each student's hand. Two or three rhythm patterns are sufficient.
- Students mingle to find student with the same rhythm pattern as teacher tapped.

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A	• —	U	• • —
B	— • • •	V	• • — —
C	— — • •	W	— — — •
D	— • • •	X	— • — —
E	•	Y	— • — •
F	• • — •	Z	— — • •
G	— — •		
H	• • • •		
I	• •		
J	• — — —		
K	— • — —		
L	• — • •		
M	— —		
N	— •		
O	— — —		
P	• — — •		
Q	— • — •		
R	• — • •		
S	• • •		
T	—		

1	• — — — —
2	• • — — —
3	• • • — —
4	• • • • —
5	• • • • •
6	• • • • •
7	• • • • •
8	• • • • •
9	• • • • •
0	• • • • •

Variations

- Patterns are short and easy at first. Gradually increase length and number of taps.
- Tap also on the child's head, shoulders, back and arms.
- Tapping a rhythm leads to learning the Morse Code.

Hints

- Young children quickly forget the pattern tapped.
- Class should have experience in tapping to remember and repeat.
- Teacher should note what patterns have been tapped for each game.

Winners

- When all the same tappers have found each other, they come to teacher to confirm.

Don't Delete Me!

Abstract Closure

CHALLENGING MINGLE GAMES

Purpose

- Abstract Thinking
- Cloze Procedure

Student Players and Possible Grade Levels

- Player who knows answers to fill in squares .
- Player to erase “person.”
- Two or three players on the team.
- Grades 4-6.

Materials

- Pictures and messages
- Chalkboard (erasers, chalk.)

Directions

- Form teams of around 2-3 players each.
- A picture is shown to the players. A “secret message,” of about 20-30 letters is made up by the player who only knows the secret message, (teacher could supply the message). The message could include: 1) something about the picture, 2) appropriate proverbs, 3) song titles, 4) story characters familiar to the players, etc.
- Each letter in the message is in a square drawn under the picture with a square big enough to write a letter. When a letter in the message is guessed by a team member, a square is filled in.
- A “person” is drawn on the chalkboard with as much detail as agreed upon. Each team player (two or three) is given a turn to guess the letters. Punctuation and spaces are counted for correct answers.
- If the correct letter is guessed one letter is filled in. A part of the “person” is erased for a wrong guess.
- Several games could be going on at the same time in competition with each other. Each game has a different picture and message.
- The game is won when all the squares are filled in.

Variations

- The two or three team members, after a set time, (e.g., 2 minutes), could move to the next game. If they can finish filling in the secret message, they win the game.

Hint

- Winners usually guess vowels first.

Cautions

- Team members could be very cautious about telling other team members what letters to say.
- A wrong answer could cause a part of the person to be erased.

Winners

- The winners are determined by the total number of squares filled in or filling all the squares in the allotted time. Losing the game is having the entire person erased.

Purpose

- To have the sure meaning of commonly said Latin and French Expressions.

Student Players and Possible Grade Levels

- Grade 3 and up

Materials

- Cards with expressions on one card and English definitions on another card. French and Latin terms with the English meanings are found on the next several pages.

Directions

- Distribute the expression cards to half the class and the definition cards to the other half. Players mingle to match expression with definition.

Variations

- The chart with some definitions on it could be said throughout the day. Some are so familiar the students probably won't recognize them as Latin expressions.
- When the expressions become familiar match the definition and expression orally.

Hints

- Long before the game is played, a chart with the expressions and definition on it could be displayed in the room.
- Expressions are studied orally to make sure of pronunciation.

Winners

- When expression and definition are found return to teacher for confirmation.

LATIN	MEANING
ad hoc	for this purpose
ad infinitum	to infinity, endlessly
ad nauseam	to the point of nausea, or throwing up
alma mater	nourishing mother. one's academic institution
alter ego	other self. best friends
alumna	female graduate of academic instruction
alumnus	male graduate of academic instruction
ante bellum	before the war
ave	be well. Farewell
bona fide	in good faith
circa	around or about. especially of time
con	against. opposite of pro
cornucopia	horn of plenty
cum	with
cum laude	with praise or honors
de facto	from fact. in reality
emeritus	one who has served with honor
e pluribus unum	one out of many, inscribed on U.S. coins
et cetera	etc: and the rest, and so on
homo sapiens	rational man. species of modern human beings
in excelsis	in the highest degree
magna cum laude	with great praise or honor
opus	work, especially a musical composition
per annum	per year; annually
per diem	daily
personna non grata	not welcome
nota bene	note well, pay attention
per annum	per year; annually
summa cum laude	with the highest praise or honors
terra firma	solid ground; dry land
verbatim	word for word
vice versa	conversely; the opposite way
versus	toward opposite; against or in competition with

FRENCH	MEANING
adieu	good-bye, farewell
a la carte	on the card. priced separately on the menu
a la mode	in the fashion
amour	love
au revoir	good-bye until we meet again
bon appetit	good appetite, enjoy your meal
bonjour	hello, good day
bon voyage	have a good journey
bric-a-brac	trinkets, baubles
carte blanche	unrestricted authority or access
cul de sac	dead end
deja vu	already seen, a sense of having already experienced something
en masse	as a group
entree	main course of meal
faux pas	social error
Marti Gras	fat Tuesday: Lenten festival
monsieur	mister, sir
non de plume	pen name
par excellence	superior, preeminent
papier-mache	paper and glue used to make sculptures
passe	out of date, no longer in fashion
potpourri	medley of scented herbs and spices
protege	person under one's care or tutelage
risque	indelicate or suggestive
tete-a-tete	private conversation
viola	look at that, it is so

ad hoc

for this
purpose

ad infinitum

to infinity,
endlessly

alma mater

ad nauseam

nourishing mother,
on's acedemic
institution

to the point
of nausea, or
throwing up

alter ego

other self, best
friends

alumna

female graduate
of academic
instruction

alumnus

male graduate
of academic
instruction

ante bellum

before the war

ave

be well, farewell

bona fide

in good faith

circa

around or about
especially of time

con

against,
opposite
of pro

cornucopia

horn of plenev

cum

with

cum laude

with praise or
honors

de facto

from fact,
reality

e pluribus
unum

emeritus

one out of many,
inscribed on U.S.
coins

one who has
served with honor

homo sapiens

et cetera

rational man,
species of modern
human beings

etc: and the rest,
and so on

in excelsis

in the highest
degree

magna cum
laude

with great
praise or honor

opus

work, especially
a musical
composition

per annum

per year, annually

per diem

daily

personna non
grata

not welcome

nota bene

per annum

note well, pay
attention

per year, annually

summa cum
laude

with the highest
praise or honors

terra firma

solid ground,
dry land

verbatim

word for
word

vice versa

conversely,
the opposite way

adieu

versus

good-bye
farewell

toward opposite;
against or in
competition with

a la mode

a la carte

in the fashion

on the card, priced
separately on the
menu

au revoir

good-bye until we
meet again

bonjour

hello,
good day

bon voyage

have a good
journey

bric-a-brac

trinkets,
baubles

carte blanche

unrestricted
authority or
access

cul de sac

dead end

deja vu

already seen, a
sense of having
already experienced
something

en masse

as a group

entree

main course of
meal

faux pas

social error

Marti Gras

fat Tuesday:
Lenten festival

monsieur

mister, sir

non de plume

pen name

par excellence

superior,
preeminent

papier-mache

paper and glue
used to make
sculptures

passee

out of date, no
longer in fashion

potpourri

medley of scented
herbs and spices

protege

person under one's
care or tutelage

risque

indelicate or
suggestive

tete-a-tete

private
conversation

viola

look at that,
it is so

Purpose

- To introduce students to sporting terms and their definitions used in common sports.

Student Players and Possible Grade Levels

- All of class, Grades 3-6

Materials

- Cards on the following pages

Directions

- Copy cards and cut out.
- Pass out two to three sports terms cards and two to three definitions cards to each student.
- Students mingle to match the term with the definition.

Variations

- Have students demonstrate to other class members the actions that match the sports term during class recess time or the playground or a court.

Cautions

- Do not allow students to be too physical during demonstrations.

Winners

- Students verify sports term with the definition by returning cards to the teacher.

BASKETBALL

Airball — A shot at the basket that misses everything and doesn't touch the rim, backboard or net.

Assist — A statistic that occurs when a player passes the ball to someone who scores after receiving the pass. The passing player earns an assist in the stat sheet.

Hoops — A nick name for basketball.

Court — The area where many sports are played either outdoors or indoors.

Alleyoop — When one player jumps and catches a pass from another player and simultaneously dunks the ball or shoots it in before landing.

Fast Break — An offensive action where a team attempts to advance the ball and score as quickly as possible after a steal, blocked shot or rebound.

Flop — When a player attempts to draw a foul on an opposing player by acting, fabricating or overexaggerating the extent of contact.

Fullcourt Press — A defensive strategy where the defenders guard the opposing team the full length of the court instead of waiting on the opposite side for the offense to come across.

Free Throw — A free shot given to a player after a foul or a technical foul. The player shoots from the 15foot free throw line while the rest of the players line up along the outside of the key.

Key — The painted area that makes up the free throw lane. Also referred to as the paint.

LayUp — A shot taken close to the hoop, usually when a player is moving toward the basket.

Turnover — When the offensive team loses possession of the ball by way of an offensive foul, steal or outofbounds violation. When the offensive team loses possession of the ball by way of an offensive foul, steal or outofbounds violation.

Backboard — The rectangular piece of wood or fiberglass the rim is attached to.

Charge/Charging — This penalty, which results in a turnover, occurs when an offensive player with the ball runs into a stationary defensive player and knocks him or her over.

Double Dribble — This penalty, which results in a turnover, occurs when a player dribbles the ball with both hands. It also occurs when a player dribbles, stops dribbling, and then begins to dribble again.

Free Throw — A free shot given to a player after a foul or a technical foul. The player shoots from the 15foot free throw line while the rest of the players line up along the outside of the key.

Man to Man — A defensive strategy in which each player on the defensive team guards one person on the opposing team.

Post — The area just outside of the key in which the rectangular blocks are painted. Also referred to as the block.

Rebound — When a player from either team retrieves the ball and gains possession after a missed shot.

Screen — An offensive strategy in which a player without the ball stands in the way of a defensive player. The offensive player must remain stationary during the process, or a moving screen will be called and the result will be an offensive foul and a turnover.

Swish — A made basket where the ball avoids the rim and touches nothing but the net, creating a “swish” sound.

Travel/Traveling — A penalty, which results in a turnover, where an offensive player moves his or her pivot foot illegally or takes three steps without dribbling the ball.

Zone Defense — A defensive strategy in which players guard a specific zone or area of the court instead of a specific player on the opposing team.

BASEBALL

Perfect Game — A perfect game is defined by Major League Baseball as a game in which a pitcher pitches a victory that lasts a minimum of nine innings in which no opposing player reaches base. Over the 140 years of Major League Baseball history, and over 210,000 games played, there have been 23 official perfect games by the current definition. No pitcher has ever thrown more than one perfect game.

No Hitter — Nine-inning no-hitters in a losing effort. Unlike a perfect game, in which no batters reach base, in regular no-hitters batters can reach base in other ways, such as a walk, an error, or a hit batsman, thus it is possible for the team pitching the no-hitter to lose.

Steal — A runner on base attempting to advance to another base without the batter hitting the ball.

Outfield — The area of play past the infield consisting of Left Field (LF), Center Field (CF) and Right Field (RF).

In field — The area of play consisting of home plate, 1st (1B), 2nd (2B) and 3rd (3B) base.

Balk — Any pitching motion that is against the baseball rules. The pitcher is not to try and trick the base runners with illegal motions.

Battery — The battery includes two baseball players, the pitcher and the catcher.

Bunt — When a batter holds the baseball bat out and tries to barely tap the ball vs. taking a full swing at the ball. The batter might do this to advance another base runner.

Change up — A slow pitch that is meant to look much faster.

Cleanup — The fourth batter in the batting order. Usually a power hitter.

Count - The number of balls and strikes on a batter. For example a 3/2 count means there are three balls and two strikes on the batter.

Diamond — The four bases of the baseball infield.

Double Play — A defensive baseball play that results in two outs.

Error — A mistake in fielding the baseball by the defense that allows a batter to reach base or a base runner to advance.

Fly Ball — A baseball that is hit high into the air.

Foul Ball — A baseball that is hit outside the field of fair play.

Full Count — When the pitch count has 3 balls and 2 strikes. The next strike or ball will end the at bat. If the batter hits the baseball foul, then the count remains 3 and 2.

Ground Ball — A baseball that is hit on the ground. Also called a “grounder.”

Hit and Run — A baseball play where the base runner begins to run when the pitch is released. It's the batter's responsibility to hit the baseball into play so the runner will not get out. This gives the base runner a head start.

Hit for the Cycle — When a baseball player hits a single, a double, a triple, and a home run in one game.

Lead Runner — The first base runner when more than one runner is on base.

Load the Bases (Bases Loaded) — When a base runner is at all three bases.

On Deck — The next batter due to bat.

Pinch Hitter — A substitute baseball hitter.

Pinch Runner — A substitute base runner.

Pitch Around — When the pitcher does not throw the batter a pitch near the plate in order to walk the batter.

Pitch Out — A pitch that cannot be hit by the batter. Used to walk a batter on purpose or to try and catch a base stealer.

Position Player — Any baseball player except the pitcher.

Power Hitter — A strong batter that hits the baseball far, often for home runs or extra bases.

Relay — When one fielder throws the baseball to another fielder who then throws the baseball to another fielder.

Reliever or Relief Pitcher — A replacement pitcher. Usually comes in the game when the starting pitcher grows tired.

Runners at the Corners — Base runners on 1st and 3rd.

Scoring Position — A base runner on 2nd or 3rd base is in scoring position.

Strike Zone — The area above home plate where strikes are called. The pitch must be over home plate, above the batter's knees, and below the batter's belt.

Walk — When the pitcher throws four balls to a batter, the batter gets to go to first base automatically.

Home Plate — One of the four bases on the baseball field. Home Plate is always a flat white rubber plate. It is thought to be so because originally it was a round metal plate, thus referred to as home plate. Another theory out there is that it was called home because a batter starts out there, with the hope of touching first, second, third and then home and is rewarded for his return to "home" with a run.

Mound — The raised area in the middle of the in:field upon which the pitcher throws the baseball to the batter.

Short Stop — A player's position between 2nd and 3rd base.

Inning/Innings — An inning in baseball, softball, and similar games is the basic unit of play, consisting of two halves or frames, the "top" (first half) and the "bottom" (second half). In each half, one team bats until three outs are made, with the other team playing defense.

Over the Wall — A ball hit by the batter in which carries over the outfield wall.

Bunt — A bunt is a special type of offensive technique in baseball or fastpitch softball. In a bunt play, the batter loosely holds the bat in front of the plate and intentionally taps the ball into play.

Strike — A strike in baseball results when a batter swings at and misses a pitch, does not swing at a pitch in the strike zone or hits a foul ball that is not caught.

Runs Batted In (RBI) — A run batted in (RBI), plural runs batted in (RBI or RBIs), is a statistic in baseball and softball that credits a batter for making a play that allows a run to be scored .

FOOTBALL

Audible — When the quarterback changes the football play at the line of scrimmage.

Backfield — The area of the football field behind the line of scrimmage.

Backs — Football players which stand behind the line of scrimmage. For a legal formation the offensive team must have 4 backs. They usually include the quarterback, running back, and full back.

Blitz — A football play where the defensive team rushes more football players than usual to try and sack the quarterback.

Blocking — What the offensive team does to prevent a defensive player from tackling the player with the football.

Bump-and-run — When a defender hits a receiver and then goes into pass coverage. This defensive play is used to slow down the receiver and mess up any timing on the offensive play.

Defense — The opposing team attempting to stop the offensive team from scoring.

Offense — The opposing team attempting to score.

Eligible Receiver — The football players on the offense that are allowed by the rules to catch a forward pass.

Encroachment — A penalty when any football player contacts the other team prior to the snap.

End Zone — The area at the end of the football field where the offensive team must have possession of the football to score a touchdown.

Extra Point — After a football team has scored a touchdown, they have the opportunity to score additional points. They can kick an extra point for 1 point or try a 2 point conversion for 2 points.

Fair Catch — By signaling with a wave, the football player making a kick return can choose to catch the football and take possession of the ball where he made the catch. He will not get tackled, but he also will not be allowed to run with the football.

Field Goal — A three point score, when the kicker kicks the football above the crossbar and between the uprights of the goalpost.

Fumble — When a football player drops the football. The ball is available for any other player to gain possession for his team.

Holding — A penalty where a football player grabs an opponent.

Intentional Grounding — A penalty called when the quarterback purposely throws an incomplete pass just to avoid a sack.

Interception — A pass that is caught by a football player on the defense.

Lateral (Pass) — A backward pass. Football players may lateral the football as many times per play as they want. If a lateral is dropped, the ball is still live (like a fumble) and any player may recover it.

Line of Scrimmage — The location on the field where the football is spotted and the next play begins.

Linemen — The offensive and defensive football players who start each play at the line of scrimmage.

Neutral Zone — The area between the offense and defense at the start of the play. Only the center is allowed in this zone until after the ball is snapped.

Nickel Defense — When the defense brings in a 5th defensive back to help cover the pass play.

Offside — A penalty that occurs when any part of a football player's body is beyond his line of scrimmage when the football is snapped.

Pass Protection — Blocking by the offensive football players to keep defenders away from the quarterback to give him time to throw the football.

Play-action Pass — When the quarterback fakes handing off the football and then attempts a pass.

Pocket — The place where the quarterback stands just behind the center. Here he is protected from the pass rush by his blockers.

Punt — A football kick to the other team to give them the ball downfield rather than lose the football on downs.

Quarterback — This is the football player that starts each play. He takes the snap from the center and either runs with it, hands off the football to another player, or passes it.

Receivers — The football players who catch the football.

Rush — When the football player runs with the football. Also, when a football player tries to tackle the quarterback while in the pocket.

Sack — When the quarterback is tackled behind the line of scrimmage.

Safety — When a football player is tackled in his own end zone. The defense gets 2 points and the possession of the football from a free kick.

Scrambling — When the quarterback runs around trying not to get sacked with the football.

Snap — Also called the hike, the snap starts the football play. The center hands or passes the football between his legs to a player standing behind him (usually the quarterback).

Special Teams — These are the football players who are involved in the kicking plays.

Tackle — When a football player causes the player carrying the ball to touch the ground such that they are considered down. The end of the play.

Touchdown — A 6 point score. When a player has control of the football within the end zone.

Turnover — When, with either a fumble or an interception, one team loses possession of the football to the other.

Assist

- A statistic that occurs where a player passes the ball to someone who scores after receiving the pass. The passing player earns an assist in the stat sheet.

Airball

- A shot at the basket that misses every thing and doesn't touch the rim, backboard or net.

Hoops

— A nick name for basketball.

Court

— The area where many sports are played either outdoors or indoors.

Free Throw

- A free shot given to a player after a foul or a technical foul. The player shoots from the 15foot free throw line while the rest of the players line up along the outside of the key.

Fast Break

- An offensive action where a team attempts to advance the ball and score as quickly as possible after a steal, blocked shot or rebound.

Flop

- When a player attempts to draw a foul on an opposing player by acting, fabricating or overexaggerating the extent of contact.

Key

- The painted area that makes up the free throw lane. Also referred to as the paint.

Fullcourt Press

- A defensive strategy where the defenders guard the opposing team the full length of the court instead of waiting on the opposite side for the offense to come across.

LayUp

- A shot taken close to the hoop, usually when a player is moving toward the basket.

Free Throw

- A free shot given to a player after a foul or a technical foul. The player shoots from the 15foot free throw line while the rest of the players line up along the outside of the key.

Turnover

- When the offensive team loses possession of the ball by way of an offensive foul, steal or outofbounds violation. When the offensive team loses possession of the ball by way of an offensive foul, steal or outofbounds violation.

Backboard

- The rectangular piece of wood or fiberglass the rim is attached to.

Charge/Charging

- This penalty, which results in a turnover, occurs when an offensive player with the ball runs into a stationary defensive player and knocks him or her over.

Rebound

- When a player from either team retrieves the ball and gains possession after a missed shot.

Man to Man

- A defensive strategy in which each player on the defensive team guards one person on the opposing team.

Post

- The area just outside of the key in which the rectangular blocks are painted. Also referred to as the block.

Screen

- An offensive strategy in which a player without the ball stands in the way of a defensive player. The offensive player must remain stationary during the process, or a moving screen will be called and the result will be an offensive foul and a turnover.

Travel/Traveling

- A penalty, which results in a turnover, where an offensive player moves his or her pivot foot illegally or takes three steps without dribbling the ball.

Swish

- A made basket where the ball avoids the rim and touches nothing but the net, creating a “swish” sound.

Double Dribble

- This penalty, which results in a turnover, occurs when a player dribbles the ball with both hands. It also occurs when a player dribbles, stops dribbling, and then begins to dribble again.

Zone Defense

- A defensive strategy in which players guard a specific zone or area of the court instead of a specific player on the opposing team.

No Hitter

- Nine:inning no:hitters in a losing effort. Unlike a perfect game, in which no batters reach base, in regular no:hitters batters can reach base in other ways, such as a walk, an error, or a hit batsman, thus it is possible for the team pitching the no:hitter to lose.

Steal

- A runner on base attempting to advance to another base without the batter hitting the ball.

Outfield

— The area of play past the infield consisting of Left Field (LF), Center Field (CF) and Right Field (RF).

Outfield

— The area of play past the infield consisting of Left Field (LF), Center Field (CF) and Right Field (RF).

Change up

- A slow pitch that is meant to look much faster.

Bunt

- When a batter holds the baseball bat out and tries to barely tap the ball vs. taking a full swing at the ball. The batter might do this to advance another base runner.

Balk

- Any pitching motion that is against the baseball rules. The pitcher is not to try and trick the base runners with illegal motions.

Battery

- The battery includes two baseball players, the pitcher and the catcher.

Fly Ball

- A baseball that is hit high into the air.

In field

- The area of play consisting of home plate, 1st (1B), 2nd (2B) and 3rd (3B) base.

Error

- A mistake in fielding the baseball by the defense that allows a batter to reach base or a base runner to advance.

Foul Ball

- A baseball that is hit outside the field of fair play.

Ground Ball

- A baseball that is hit on the ground. Also called a "grounder."

Full Count

- When the pitch count has 3 balls and 2 strikes. The next strike or ball will end the at bat. If the batter hits the baseball foul, then the count remains 3 and 2.

Double Play

— A defensive baseball play that results in two outs.

Hit and Run

— A baseball play where the base runner begins to run when the pitch is released. It's the batter's responsibility to hit the baseball into play so the runner will not get out. This gives the base runner a head start.

Hit for the Cycle

- When a baseball player hits a single, a double, a triple, and a home run in one game.

Perfect Game

- A perfect game is defined by Major League Baseball as a game in which a pitcher pitches a victory that lasts a minimum of nine innings in which no opposing player reaches base. Over the 140 years of Major League Baseball history, and over 210,000 games played, there have been 23 official perfect games by the current definition. No pitcher has ever thrown more than one perfect game.

Lead Runner

- The first base runner when more than one runner is on base.

Count

- The number of balls and strikes on a batter. For example a 3/2 count means there are three balls and two strikes on the batter.

Load the Bases (Bases Loaded)

- When a base runner is at all three bases.

Pinch Hitter

- A substitute baseball hitter.

On Deck

— The next batter due to bat.

Pinch Runner

— A substitute base runner.

Pitch Out

- A pitch that cannot be hit by the batter. Used to walk a batter on purpose or to try and catch a base stealer.

Pitch Around

- When the pitcher does not throw the batter a pitch near the plate in order to walk the batter.

Power Hitter

- A strong batter that hits the baseball far, often for home runs or extra bases.

Position Player

- Any baseball player except the pitcher.

Reliever or Relief Pitcher

— A replacement pitcher. Usually comes in the game when the starting pitcher grows tired.

Relay

— When one fielder throws the baseball to another fielder who then throws the baseball to another fielder.

Runners at the Corners

— Base runners on 1st and 3rd.

Scoring Position

— A base runner on 2nd or 3rd base is in scoring position.

Walk

- When the pitcher throws four balls to a batter, the batter gets to go to first base automatically.

Strike Zone

- The area above home plate where strikes are called. The pitch must be over home plate, above the batter's knees, and below the batter's belt.

Mound

— The raised area in the middle of the infield upon which the pitcher throws the baseball to the batter.

Home Plate

— One of the four bases on the baseball field. Home Plate is always a flat white rubber plate. It is thought to be so because originally it was a round metal plate, thus referred to as home plate. Another theory out there is that it was called home because a batter starts out there, with the hope of touching first, second, third and then home and is rewarded for his return to "home" with a run.

Inning/Innings

— An inning in baseball, softball, and similar games is the basic unit of play, consisting of two halves or frames, the "top" (first half) and the "bottom" (second half). In each half, one team bats until three outs are made, with the other team playing defense.

Short Stop

— A player's position between 2nd and 3rd base.

Bunt

- A bunt is a special type of offensive technique in baseball or fastpitch softball. In a bunt play, the batter loosely holds the bat in front of the plate and intentionally taps the ball into play.

Over the Wall

- A ball hit by the batter in which carries over the outfield wall.

Runs Batted In (RBI)

— A run batted in (RBI), plural runs batted in (RBIs), is a statistic in baseball and softball that credits a batter for making a play that allows a run to be scored .

Strike

— A strike in baseball results when a batter swings at and misses a pitch, does not swing at a pitch in the strike zone or hits a foul ball that is not caught.

Blitz

— A football play where the defensive team rushes more football players than usual to try and sack the quarterback.

Backs

— Football players which stand behind the line of scrimmage. For a legal formation the offensive team must have 4 backs. They usually include the quarterback, running back, and full back.

Bump-and-run

- When a defender hits a receiver and then goes into pass coverage. This defensive play is used to slow down the receiver and mess up any timing on the offensive play.

Blocking

- What the offensive team does to prevent a defensive player from tackling the player with the football.

Defense

- The opposing team attempting to stop the offensive team from scoring.

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- The opposing team attempting to score.

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- A penalty when any football player contacts the other team prior to the snap.

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- The football players on the offense that are allowed by the rules to catch a forward pass.

Extra Point

- After a football team has scored a touchdown, they have the opportunity to score additional points. They can kick an extra point for 1 point or try a 2 point conversion for 2 points.

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- The area at the end of the football field where the offensive team must have possession of the football to score a touchdown.

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— A three point score, when the kicker kicks the football above the crossbar and between the uprights of the goalpost.

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— By signaling with a wave, the football player making a kick return can choose to catch the football and take possession of the ball where he made the catch. He will not get tackled, but he also will not be allowed to run with the football.

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- When a football player drops the football. The ball is available for any other player to gain possession for his team.

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— A penalty called when the quarterback purposely throws an incomplete pass just to avoid a sack.

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— A pass that is caught by a football player on the defense.

Line of Scrimmage

Lateral (Pass)

— The location on the field where the football is spotted and the next play begins.

— A backward pass. Football players may lateral the football as many times per play as they want. If a lateral is dropped, the ball is still live (like a fumble) and any player may recover it.

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- The area between the offense and defense at the start of the play. Only the center is allowed in this zone until after the ball is snapped.

Linemen

- The offensive and defensive football players who start each play at the line of scrimmage.

Pass Protection

- Blocking by the offensive football players to keep defenders away from the quarterback to give him time to throw the football.

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- A penalty that occurs when any part of a football player's body is beyond his line of scrimmage when the football is snapped.

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— When the football player runs with the football. Also, when a football player tries to tackle the quarterback while in the pocket.

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- Also called the hike, the snap starts the football play. The center hands or passes the football between his legs to a player standing behind him (usually the quarterback).

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- When the quarterback runs around trying not to get sacked with the football.

Tackle

- When a football player causes the player carrying the ball to touch the ground such that they are considered down. The end of the play.

Special Teams

- These are the football players who are involved in the kicking plays.

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- When, with either a fumble or an interception, one team loses possession of the football to the other.

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- A 6 point score. When a player has control of the football within the end zone.

Backfield

— The area of the football field behind the line of scrimmage.

Audible

— When the quarterback changes the football play at the line of scrimmage.

Nickel Defense

— When the defense brings in a 5th defensive back to help cover the pass play.

A Boatload of Synonyms and Antonyms

CHALLENGING MINGLE GAMES

Building Vocabulary

Purpose

- To build vocabulary by matching familiar words with synonyms and antonyms.

Student Players and Possible Grade Levels

- A struggling and a high functioning student team or high functioning students only. Grades 3-6.

Materials

- The synonyms and antonyms found in *A Boatload of Synonyms and Antonyms*.
- A dictionary featuring synonyms and antonyms.
- The Internet.
- Hand made or computer generated cards to match synonyms and antonyms.
- Envelopes
- Clip boards

Note: Because of the great number of cards needed, it is practical to have the players make their own cards.

Directions

- Weeks before the game starts the students are given the list below. Players write synonyms and antonyms of as many words as the teacher wishes from *A Boatload of Synonyms and Antonyms*.
- Distribute as many cards on which players have written the synonym or antonym to match.
- Players mingle to match synonyms and antonyms.

Variations

- Use the many synonyms and antonyms for vocabulary study, in conversation, alliterations and tongue twisters, written work, etc.
- Keep a dictionary with definitions. Children draw pictures and cartoons to help them remember the definitions.
- One player is given an assigned main word to say without the written definition card to see. The other players are called upon to say or remember a synonym or an antonym.

Hints

- Knowledge of meanings of words is necessary.
- This game arouses interest in synonyms and antonyms of which there are many more than represented in the game. Increase difficulty by adding more synonyms and antonyms as players discover them in all subjects of study.
- Most main words are likely to be in the vocabulary of players. Players may be surprised at the many synonyms and antonyms.
- As game is finished, place words in envelopes for organization and to save time for the next game. If words become mixed, lost or worn out dispose of them and write fresh cards.
- Vocabulary of words is increased as game is played many times and different synonyms and antonyms are stressed.
- Players should know how to locate words in a dictionary.
- Encourage players to use as many synonyms and antonyms as possible in their everyday speech.
- Teacher tells students at every opportunity that their success in life depends very much upon their vocabulary learned while they are young.

Caution

– Mingle only when players are confident of the synonyms or antonyms.

Winners

– When synonyms or antonyms are matched, players return to their seats and draw a creative cartoon, picture, tongue twister, poem, alliteration, etc., to depict antonyms or synonyms for a vocabulary book.
– When a book such as this is finished, it could be added to the permanent library of the school.

A Boatload of Synonyms and Antonyms

A

abbreviate - Syn: shorten, condense, reduce. Ant: lengthen, enlarge, expand

abide - Syn: live, stay, dwell. Ant: move, migrate, depart

able - Syn: stalwart, powerful, capable. Ant: weak,, feeble, powerless.

absent - Syn: listless, heedless, thoughtless. Ant: present, attentive, interested.

absurd - Syn: senseless, silly, ridiculous. Ant. Reasonable, logical, wise.

accept - Syn: receive, admit, gain. Ant: refuse, disagree, decline.

accident - Syn: casualty, mishap, misfortune. Ant: fate, certainty, preparation.

achievement - Syn. accomplishment, exploit, feat. Ant: failure, loss, defeat.

active - Syn: alert, sharp, brisk. Ant: idle, slow, slothful.

adhesive - Syn: sticky, gummy, tenacious. Ant: free, separable, apart.

admire - Syn: appreciate, laud, extol. Ant: condemn, hate, despise.

affluent - Syn: wealthy, rich, opulent. Ant: destitute, penurious, poor.

alien - Syn: foreigner, outsider, stranger. Ant: native, settler, citizen.

allegiance - Syn: loyalty, homage, devotion. Ant: disloyalty, rebellion, treason.

anger - Syn: ire, indignation, resentment. Ant: calmness, frivolity, placidity.

antique - Syn: ancient, old-fashioned, primitive. Ant: new, modern, recent.

anxiety - Syn: anguish, concern, worry. Ant: peace, contentment, apathy.

ask - Syn: entreat, exhort, request. Ant: reject, deny, insist.

attach - Syn: fasten, stick, unite. Ant: sever, separate, detach.

attack - Syn: assault, besiege, invade. Ant: protect, defend, support.

B

bad - Syn: wicked, evil, vicious. Ant: good, true, right.

bold - Syn: brave, courageous, fearless. Ant: timid, gentle, shy.

bright - Syn: brilliant, scintillating, gleaming. Ant: dark, dull, dreadful

buy - Syn: purchase, procure, obtain. Ant: sell, transfer, vend.

C

call - Syn: shout, bellow, scream. Ant: hush, listen, hark.

car - Syn: concern, watchfulness, attention. Ant: carelessness, negligence, disregard.

catch - Syn: grasp, capture, seize. Ant: lose, miss, release.

celebrity - Syn: fame, renown, notoriety. Ant: dishonor, shame, infamy.

check - Syn: bridle, hinder, impede. Ant: aid, assist, encourage.

cherish - Syn: indulge, nourish, foster. Ant: abandon, renounce, desert.

choose - Syn: pick, select, prefer. Ant: discard, refuse, leave.

clean - Syn: pure, purified, untarnished. Ant: dirty, filthy, foul.

cold - Syn: frigid, frosty, bleak. Ant: warm, ardent, thermal.

clever - Syn: able, adroit, expert. Ant: stupid, perverse, imbecile.

coax - Syn: wheedle, appeal, persuade. Ant: jeer, sneer, ridicule.
comfortable - Syn: pleasant, satisfied, contented. Ant: miserable, unhappy, forsaken.
common - Syn: ordinary, usual, customary. Ant: rare, unusual, scarce.
compel - Syn: force, coerce, constrain. Ant: hamper, thwart, prevent.
conceal - Syn: hide, cover, disguise. Ant: open, reveal, expose.
consequence - Syn: result, outcome, effect. Ant: beginning, source, start.
continue - Syn: persist, proceed, advance. Ant: stop, halt, cease.
contribute - Syn: give, share, assist. Ant: neglect, harm, relinquish.
control - Syn: rule, govern, guide. Ant: relinquish, renounce, quit.
convenient - Syn: ready, handy, suitable. Ant: unavailable, unsuitable, inconvenient.
crooked - Syn: bent, curved, winding. Ant: straight, direct, regular.

D

dainty - Syn: delicate, tender, soft. Ant: sour, unpleasant, disgusting.
danger - Syn: peril, hazard, treacherous. Ant: safely, security, safeguarded.
decide - Syn: determine, resolve, fix. Ant: delay, hesitate, wait.
define - Syn: determine, describe, explain. Ant: muddle, confuse, tangle.
desire - Syn: longing, yearning, wish. Ant: repulsion, dislike, aversion.
destroy - Syn: ruin, demolish, devastate. Ant: construct, build, restore.
die - Syn: expire, wither, cease. Ant: begin, live, exist.
diligence - Syn: keenness, earnestness, alertness. Ant: sloth, laziness, languor.
disaster - Syn: calamity, misfortune, catastrophe. Ant: advantage, benefit, happiness.
disease - Syn: malady, sickness, ailment. Ant: health, robustness, strength.
dishonest - Syn: deceitful, false, fraudulent. Ant: upright, straightforward, scrupulous.
distant - Syn: remote, apart, separate. Ant: near, adjacent, close.
disturb - Syn: annoy, worry, vex. Ant: quiet, soothe, placate.
do - Syn: perform, accomplish, finish. Ant: fail, neglect, avoid.
done - Syn: ended, finished, completed. Ant: incomplete, unfinished, raw.
drop - Syn: drip, trickle, ooze. Ant: flood, flow, squirt.
duty - Syn: responsibility, obligation, accountability. Ant: disloyalty, betrayal, faithlessness.

E

eager - Syn: earnest, enthusiastic, anxious. Ant: backward, apathetic, heedless.
edge - Syn: border, brink, brim. Ant: interior, area, space.
eject - Syn: discharge, expel, dislodge. Ant: accept, establish, confirm.
eliminate - Syn: banish, oust, discharge. Ant: replace, keep, accept.
embarrass - Syn: perplex, distress, harass. Ant: please, help, encourage.
emergency - Syn: crisis, necessity, dilemma. Ant: normalcy, regularity, stability.
empty - Syn: hollow, vacant, void. Ant: inhabited, filled, adequate.
endure - Syn: suffer, tolerate, undergo. Ant: falter, resign, give up.
enormous - Syn: gigantic, huge, immense. Ant: small, insignificant, trivial.
entertain - Syn: amuse, delight, enthuse. Ant: tire, disgust, distract.
envious - Syn: jealous, resentful, covetous. Ant: kindly, charitable, trustful.
extend - Syn: reach, stretch, lengthen. Ant: contract, curtail, shorten.

F

fabulous - Syn: legendary, mythical, ridiculous. Ant: Historical, proven, true.
fail - Syn: fall, decline, weaken. Ant: win, gain, attain.
facsimile - Syn: copy, likeness, reproduction. Ant: opposite, distinction, diversity.

false - Syn: untrue, erroneous, bogus. Ant: true, correct, confirmed.
famous - Syn: noted, distinguished, renowned. Ant: obscure, unknown, hidden.
fantasy - Syn: image, unreality, whim. Ant: reality, certainty, truth.
fatigue - Syn: weariness, lassitude, exhaustion. Ant: vigor, briskness, liveliness.
feud - Syn: quarrel, strife, animosity. Ant: peace, brotherhood, tranquility.
fire - Syn: blaze, conflagration, luminosity. Ant: cold, frigidity, chill.
fix - Syn: settle, establish, decide. Ant: unsettle, weaken, disturb.
foolish - Syn: silly, preposterous, irrational. Ant: wise, astute, prudent.
frantic - Syn: furious, raging, furious. Ant: quiet, composed, subdued.
friend - Syn: associate, companion, acquaintance. Ant: enemy, adversary, opponent.
frighten - Syn: terrify, cow, shock. Ant: assure, encourage, strengthen.

G

gallant - Syn: brave, bold, courageous. Ant: cowardly, timid, dastardly.
generous - Syn: beneficent, unselfish, bountiful. Ant: miserly, closefisted, parsimonious.
genius - Syn: adeptness, ability, aptitude. Ant: idiocy, incapacity, stupidity.
gigantic - Syn: immense, colossal, enormous. Ant: little, minute, diminutive.
glad - Syn: pleased, gratified, joyous. Ant: sad, sorrowful, gloomy.
go - Syn: proceed, walk, travel. Ant: come, approach, arrive.
grand - Syn: majestic, stately, dignified. Ant: shabby, inferior, paltry.
grisly - Syn: horrible, terrible, loathsome. Ant: pleasing, attractive, compelling.
grudge - Syn: spite, rancor, malice. Ant: benevolence, sympathy, affection.
guarantee - Syn: certify, vouch, verify. Ant: deny, disown, deprecate.
guide - Syn: direct, conduct, regulate. Ant: neglect, forsake, abandon.
grow - Syn: expand, enlarge, increase. Ant: decrease, diminish, lessen.
grotesque - Syn: absurd, odd, unnatural. Ant: normal, usual, customary.

H

haggard - Syn: gaunt, fretted, emaciated. Ant: healthy, harassed, weary.
hamper - Syn: impede, thwart, perplex. Ant: facilitate, help, assist.
handsome - Syn: beautiful, graceful, elegant. Ant: ugly, ungraceful, offensive.
hardy - Syn: strong, enduring, tenacious. Ant: weak, yielding, tender.
harmony - Syn: concord, unison, accord. Ant: discordant, opposed, harsh.
haughty - Syn: arrogant, proud, pompous. Ant: humble, unassuming, unpretentious.
healthy - Syn: robust, salutary, wholesome. Ant: noxious, deadly, unsound.
heed - Syn: devotion, watch, circumspection. Ant: neglect, carelessness, apathy.
heroic - Syn: fearless, intrepid, daring. Ant: cowardly, craven, timorous.
hilarious - Syn: mirthful, lighthearted, blithe. Ant: glum, morose, somber.
hollow - Syn: empty, vacant, concave. Ant: full, solid, convex.
honesty - Syn: integrity, honor, uprightness. Ant: cheating, trickery, fraud.
horizontal - Syn: level, flat, even. Ant: rough, rugged, slanting.
hungry - Syn: voracious, ravening, famished. Ant: sated, satiated, surfeited.
hustle - Syn: hurry, rush, expedite. Ant: dawdle, procrastinate, idle.
hypocrite - Syn: impostor, pretender, deceiver. Ant: honest, true, just.

I

ideal - Syn: imaginary, fanciful, visionary. Ant: actual, real, ordinary.
illegal - Syn: unlawful, illicit, contraband. Ant: permitted, sanctioned, allowed.
impatient - Syn: eager, hurried, clamorous. Ant: patient, calm, peaceful.

imperfection - Syn: fault, blemish, defect. Ant: favor, perfection, improvement.
important - Syn: significant, relevant, momentous. Ant: petty, subordinate, weak.
incentive - Syn: motive, inducement, reason. Ant: discouragement, scruple, caprice.
include - Syn: encompass, comprise, involve. Ant: exclude, eliminate, omit.
independent - Syn: free, alone, unconfined. Ant: dependent, subservient, subordinate.
industrious - Syn: diligent, busy, laborious. Ant: slothful, lethargic, languid.
infamous - Syn: wicked, heinous, disgraceful. Ant: virtuous, noble, meritorious.
injurious - Syn: hurtful, harmful, pernicious. Ant: beneficial, helpful, advantageous.
innocent - Syn: guiltless, guileless, upright. Ant: guilty, criminal, culpable.
inquire - Syn: ask, solicit, question. Ant: answer, respond, retort.
instruct - Syn: teach, inform, initiate. Ant: misrepresent, pervert, misguide.
internal - Syn: interior, inherent, enclosed. Ant: external, outer, foreign.
intimate - Syn: hint, suggest, imply. Ant: declare, specify, vouch.

J

jealous - Syn: envious, covetous, invidious. Ant: trusting, loyal, faithful.
justify - Syn: vindicate, warrant, excuse. Ant: accuse, incriminate, blame.
juvenile - Syn: young, youthful, immature. Ant: old, senescent, doddering.

K

keep - Syn: retain, preserve, save. Ant: relinquish, resign, forego.
kindle - Syn: ignite, inflame, awaken. Ant: quench, douse, smother.
king - Syn: sovereign, ruler, autocrat. Ant: subject, serf, servant.
knack - Syn: skill, facility, ability. Ant: ineptitude, awkwardness, clumsiness.
know - Syn: understand, realize, comprehend. Ant: doubt, disbelieve, reject.
knowledge - Syn: information, learning, understanding. Ant: ignorance, incapacity, unenlightened.

L

labor - Syn: toil, work, exertion. Ant: idleness, inertia, laziness.
land - Syn: ground, soil, dirt. Ant: air, atmosphere, sky.
large - Syn: massive, colossal, gigantic. Ant: insignificant, slight, contracted.
last - Syn: final, conclusive, latest. Ant: first, foremost, beginning.
law - Syn: order, rule, legislation. Ant: anarchy, chaos, violence.
liberty - Syn: freedom, privilege, immunity. Ant: slavery, oppression, tyranny.
linger - Syn: tarry, loiter, saunter. Ant: hasten, quicken, hurry.
lofty - Syn: elevated, exalted, proud. Ant: depressed, nether, beneath.
lucid - Syn: bright, shining, resplendent. Ant: murky, dim, gloomy.
luscious - Syn: sweet, tasty, savory. Ant: tart, sour, unpalatable.
lyric - Syn: melodious, poetic, musical. Ant: tuneless, harsh, cacophonous.

M

magnificent - Syn: splendid, gorgeous, glorious. Ant: plain, common, unpretentious.
malice - Syn: spite, animosity, bitterness. Ant: charity, unselfishness, kindness.
manifest - Syn: reveal, show, exhibit. Ant: bury, conceal, hide.
manners - Syn: conduct, behavior, politeness. Ant: vulgarity, rudeness, boorishness.
mar - Syn: deform, distort, injure. Ant: beautify, adorn, repair.
mask - Syn: conceal, cover, disguise. Ant: uncover, unveil, inform.
maze - Syn: tangle, winding, confusion. Ant: simplicity, smoothness, disentanglement.
meddle - Syn: interfere, tamper with, take part in. Ant: keep off, shun, hang back.

meek - Syn: humble, mild, gentle. Ant: resentful, fiery, furious.
memory - Syn: recollection, retrospect, reminiscence. Ant: forgetfulness, oversight, obliteration.
method - Syn: order, system, arrangement. Ant: disorder, derangement, irregularity.
mettle - Syn: spirit, stamina, physical endurance. Ant: fear, weakness, cowardice.
migratory - Syn: wandering, unsettled, transient. Ant: settled, permanent, steady.
minute - Syn: small, microscopic, diminutive. Ant: large, heavy, bulky.
miraculous - Syn: wonderful, prodigious, marvelous. Ant: common, ordinary, usual.
miser - Syn: curmudgeon, shrew, skinflint. Ant: prodigal, waster, spendthrift.
mistake - Syn: blunder, error, fallacy. Ant: truth, accuracy, fact.
mute - Syn: speechless, silent, noiseless. Ant: vocal, articulation, oral.
mutual - Syn: reciprocal, similar, analogous. Ant: unlike, detached, nonidentical.

N

narrow - Syn: restricted, close, contracted. Ant: wide, broad, expanded.
native - Syn: indigenous, original, aboriginal. Ant: strange, distant, alien.
nervous - Syn: shaky, timorous, excitable. Ant: brave, fearless, hardy.
nice - Syn: refined, pleasing, amiable. Ant: ugly repellent, repulsive.
nothing - Syn: nonexistence, nullity, oblivion. Ant: existence, something, anything.
notorious - Syn: infamous, disreputable, disgraceful. Ant: virtuous, noble, honorable.
novice - Syn: beginner, apprentice, neophyte. Ant: master, instructor, trainer.

O

obedient - Syn: compliant, dutiful, respectful. Ant: disobedient, rude, contemptuous.
obsolete - Syn: old-fashioned, out of date, disused. Ant: modern, new, recent.
obvious - plain, self-evident, apparent. Ant: complex, complicated, confused.
opaque - Syn: nontransparent, impervious to light, dim. Ant: clear, transparent, lucid.
ornamental - Syn: decorative, embellishment, garnishing. Ant: tarnished, soiled, disfigured.
outstanding - Syn: prominent, remarkable, salient. Ant: ordinary, commonplace, everyday.

P

pacific - Syn: peaceable, tranquil, placid. Ant: rough, turbulent, warlike.
pamper - Syn: spoil, coddle, fondle. Ant: deny, suppress, refuse.
paradox - Syn: absurdity, mystery, enigma. Ant: proverb, wise saying, clarity.
parallel - Syn: similar, uniform, regular. Ant: crooked, skewed, slanting.
patience - Syn: composure, endurance, calmness. Ant: impatience, fretfulness, restlessness.
perhaps - Syn: possible, maybe, perchance. Ant: unlikely, improbability, impossibility.
petition - Syn: appeal, supplication, request. Ant: protest, opposition, denial.
petty - Syn: small, trivial, trifling. Ant: large, great, important.
philanthropic - Syn: benevolent, humanitarian, kind. Ant: selfish, egotistical, merciless.
pity - Syn: compassion, sympathy, kindness. Ant: pitilessness, tyranny, brutality.
play - Syn: amusement, sport, game. Ant: pitiless, severity, hardheartedness.
poetry - Syn: poem verse, song. Ant: writing, essay, story.
pollute - Syn: deprave, soil, defile. Ant: cleanse, purify, wash.
praise - Syn: laud, commend, glorify. Ant: condemn, censure, dislike.
pretense - Syn: excuse, trick, fabrication. Ant: candor, honesty, truth.
primary - Syn: principal, chief, basic. Ant: secondary, subordinate, following.
privilege - Syn: favor, advantage, right. Ant: illegality, serfdom, enslavement.
progress - Syn: advancement, progression, development. Ant: rest, stillness, stagnation.
prosperity - Syn: success, well-being, good fortune. Ant: adversity, failure, misfortune.

prudent - Syn: wise, careful, discreet. Ant: rash, foolish, silly.

Q

qualified - Syn: competent, capable, able, disciplined. Ant: unqualified

quandary - Syn: dilemma, perplexity, pickle, doubt, puzzle

quarrelsome - Syn: factious, unruly, pugnacious, fiery, bad-tempered, thin-skinned, impetuous. Ant: peaceful, quiet, bashful, agreeable, tolerant, friendly, kind, pacific, composed, patient.

quiet - Syn: peaceful, calm, tranquil, hushed, noiseless. Ant: noisy, sonorous, loud, clangorous, blatant, shrill, reverberating.

R

rabble - Syn: mob, scum, ruffraff, herd, crowd

rack - Syn: torture, torment, punish, annoy, distress, Ant: cheer, encourage, sustain, support, embolden, stimulate, soothe, alleviate.

racket - Syn: noise, clamor, commotion, confusion, clatter, wrangle, turbulence. Ant: peace, love, tranquility, tolerance, patience, coolness, poise, endurance, pacification.

radiance - Syn: brightness, splendor, glow, sheen, shimmer, effulgence, glare. Ant: dullness, darkness, shade, obscurity, murk.

raise - Syn: list, elevate, hoist, boost, increase, produce, heave, build, establish, inspire, augment, Ant: lower reduce, curtail, abridge, lessen, diminish, destroy, quell, repress, damage, mollify.

rancor - Syn: malignity, spite, hatred, malice, enmity, ill-feeling, hostility, bitterness, unfriendliness, vindictiveness. Ant: friendship, love, regard, respect, sympathy, affection, confidence, favoritism, kindness.

ransack - Syn: pillage, plunder, ravish, raid, rifle, loot, spoil, Ant: restore, return, recoup, repair, make good, indemnity, make amends.

rapacious - Syn: grasping, greedy, avaricious, plundering, pillaging, ransacking, cruel, merciless, marauding, Ant: liberal, bountiful, prodigal, profuse, lavish, generous, improvident, free, charitable, hospitable, moderate, satisfied.

rascal - Syn: knave, trickster, cheat, villain, betrayer, swindler, liar, sneak, thief, assassin, culprit, renegade, shyster, Ant: philanthropist, honest man, example, model, guide, humanitarian, demigod.

ratify - Syn: confirm, approve, sanction, establish, vouch for. certify, support, Ant: refuse, oppose, object to, denounce, contradict, deny, refute, disagree, revoke, recent, repudiate, ignore.

raze - Syn: destroy, demolish, dismantle, ruin, knock down, topple, Ant: build, raise, erect, construct, restore, put together, repair.

realize - Syn: achieve, effect, acquire, comprehend, gain, accomplish, perfect, complete, believe, imagine, discern, Ant: fall short, fail, neglect, falter, collapse, blunder, lose, leave undone.

rebellious - Syn: mutinous, unmanageable, quarrelsome, receive, resistant, seditious, insubordinate, Ant. docile, dutiful, obedient, yielding, manageable, gentle, respectful, willing, agreeable, loyal, satisfied, contented.

refinement -Syn: culture, civilization, learning, erudition, elegance, politeness, good manners, breeding, courtesy, graciousness, civility, discernment, Ant: rudeness, coarseness, silkiness, brutality, vulgarity, ill breeding, disrespect, moodiness.

refuge -Syn: shelter, retreat, asylum, harbor, protection, stronghold, fortress, home, anchorage, solitude, Ant. abyss, chasm, snare, trap, danger, peril, hazard, risk, casualty.

regular - Syn: customary, ordinary, uniform, homologous, natural, proper, assigned, classified, normal, Ant. Irregular, inconstant, variable, changing, rare, wandering, out of place, strange, peculiar, shuffled.

relentless - Syn: strict, rigorous, hard, inexorable, pitiless, stringent, fierce, Ant: merciful, compassionate, lenient, gentle.

relinquish - Syn: renounce, forego, forsake, surrender, give up, resign, desert, discard, abdicate, vacate, Ant: hold, keep, grip, cling on, persevere, continue, persist, adhere to, maintain, keep going, perpetuate.

reluctant - Syn: loath, unwilling, averse, opposed, slow, tardy, backward, grudging, disheartened, discouraged, Ant: willing, eager, disposed, favorable, inclined, ready, enthusiastic, predisposed, tractable, docile, voluntary, longing, anxious.

remain - Syn: continue, endure, wait, abide, stay, persist, Ant: depart, vanish, fade away, evaporate.

remiss - Syn: careless, negligent, backward, lazy, thoughtless. Ant: careful, scrupulous, mindful.

remnant - Syn: remainder, leavings, balance, surplus. Ant: whole, total, all, completeness.

remorse - Syn: regret, repentance, penitence, sorrow. Ant: shamelessness, braggadocio, vanity, complacency.

remote - Syn: distant, unconnected, alien, secluded Ant; near, nigh, touching, connected, kindred.

rescue - Syn: save, deliver, preserve, liberate, ransom, release. Ant: prevent, snatch, check, bar, hinder, thwart.

reserved - Syn: restrained, shy, cautious, aloof. Ant: affable, friendly, expansive.

resist - Syn: oppose, hinder, check, obstruct, disobey. Ant: comply, concur, help, assist, contribute.

respect - Syn: esteem, reverence, consideration, regard, honor. Ant: contempt, scorn, disdain.

rest - Syn: repose, quiet, ease, intermission, slumber, sleep, stop, pause. Ant: movement, stir, tumult, work, strain, excitement, motion, action, fuss, outcry, clamor, racket, din.

revenge - Syn: vengeance, requital, avenging, vindictiveness, Ant: forgiveness, pardon, absolution, amnesty, forbearance, love, indulgence, mercy, pity.

reward - Syn: gain, compensation, amends, satisfaction, payment. Ant: Penalty, damages, pillage, robbery, fine, levy, tax, loss.

rich - Syn: wealthy, opulent, affluent, ample, copious, abundant, plentiful, luxuriant, Ant: poor, impoverished, lowly, humble, reduced, starved, penniless.

rude - Syn: rough, rugged, uncouth, rustic, vulgar, churlish, brutal, surly, fierce, boorish, Ant: polite, polished, refined, genteel, ladylike, well-bred, cultured, urbane, kindly, stately, affable, tactful.

rumor - Syn: report, story, tale, news, gossip, tattle, talk, hearsay, Ant; silence, lull, secret, mystery, latency, privacy.

S

satisfy - Syn: pay, settle, disburse, bestow, give, bequeath, comfort, relieve, cure. Ant: deny, deprive, starve, discourage, displease, vex, disgust, gall, anger, sadden, afflict, frighten, cheat.

savage - Syn: wild, barbarous, cruel, fierce, ferocious, merciless, pitiless, brutal, rude, uncivilized, violent, crazy, Ant: meek, mild, gentle, soft, tranquil, peaceful, modest, calm, cool, tame, civil, courteous, placid, suave, kind.

scholar - Syn: learner, pupil, savant, sage, student, alumnus, graduate, guide, tutor, Ant: ignoramus, blockhead, dunce, dolt, fool, idler, churl, buffoon.

science - Syn: art, knowledge, skill, craftsmanship. Ant: ignorance, illiteracy, darkness, shallowness.

secret - Syn: hidden, secluded, private, mystic, unexplained, covert, unknown. Ant: open, unconcealed, evident, obvious, plain, explicit, clear, defined.

seize - Syn: grasp, take, catch, grip, clasp, clutch, commandeer, grab, abduct, Ant: restore, return, reward, repair, give up, remit, atone, free, liberate, forgive, shun.

send - Syn: transmit, dispatch, forward, project, fling, hurl, sling, draft, cast, transport, convey, tote, Ant: give, get, receive, keep, retain, withhold, hide.

shelter - Syn: screen, cover, hide, conceal, defend, protect, watch over, safeguard, Ant: expose, evict, send away, endanger, banish, ignore, prohibit, betray.

shine - Syn: glare, glitter, radiate, sparkle, gleam, shimmer, glow, beam, glisten, irradiate. Ant: shade, cloud, darken, cover, obscure, dim, overcast, bedim.

shrewd - Syn: knowing, cunning, clever, cool, prudent, careful, watchful, wary, Ant: rash, silly, thoughtless,

foolish, dense, frivolous, unintelligent.

sick - Syn: ailing, unwell, disordered, diseased, weak, sickly, Ant: healthy, hearty, strong, vigorous, robust, hale, hardy, sound, stalwart.

significant - Syn: important, momentous, critical, grave, outstanding, meaningful, remarkable, memorable, Ant: trivial, trifling, petty, piddling, shallow, weak, childish, meager, ridiculous.

simple - Syn: plain, easy, single, artless, ordinary, uncompounded, pure, silly, weak, humble, lowly, childish, Ant: sage, wise, knowing, alert, experienced, sensible, deep, profound, learned, incredulous, confused, difficult, hard, puzzling.

sincere - Syn: honest, truthful, honorable, frank, aboveboard, true, candid, genuine, real, fair, just, Ant: false, faithless, lying, hypocritical, dishonest, tricky, hollow, evasive, evil, foul, wicked.

slavery - Syn: servitude, drudgery, bondage, captivity, serfdom, Ant: freedom, license, liberty, free will, right, privilege, liberation, independence.

sleep - Syn: slumber, doze, drowse, nap, snooze, hibernate, dream, snore, nod, yawn, Ant: be active, go ahead, run along, hustle, press onward, labor, toil, play.

slow - Syn: tardy, sluggish, dawdling, inert, delaying, languid, Ant: fast, quick, active, agile, swift, spry, speedy, lively, alert, energetic, sharp, speedy, peppy, frisky.

social - Syn: sociable, friendly, companionable, jolly, merry, familiar, hospitable, courteous, affable, mannerly, polite. Ant: unsociable, disagreeable, discourteous, secluded, morose, sullen, sour, cross, solitary, forlorn, friendless, stern, rude, cold, vulgar.

spend - Syn: expend, exhaust, waste, dissipate, squander, lay out, dispose of, drain, empty, deplete, donate, give, Ant: save, hoard, collect, gather, acquire, get, receive, gain, profit, win, earn, treasure up.

Stern - Syn: severe, austere, rigid, rigorous, harsh, cruel, unfeeling, grim, Ant: gentle, kind, lenient, compassionate, indulgent, easy, tolerant, merciful, friendly.

stingy - Syn: miserly, greedy, thrifty, close, sordid, tight, skimpy. Ant: generous, liberal, bountiful, prodigal.

straight - Syn: direct, right, undeviating, vertical, perpendicular, upright, erect, unbent, honest, Ant: crooked, distorted, twisted, bent, curved, deviating, wavering, angular, deformed, grotesque, underhand.

succeed - Syn: prevail, accomplish, get, obtain, achieve, attain, flourish, prosper, win, thrive, conquer, Ant: fail, lose, forfeit, abandon, miss, blunder, fall down, need.

surrender - Syn: sacrifice, yield, cede, give, give, relinquish, abandon, submit, Ant: drive off, chase, overcome, triumph, defeat, outdo, overpower, wallop.

suppose - Syn: guess, deem, think, surmise, imagine, presume, infer, deduce, count upon, assume, fancy, Ant: know, prove, discover, conclude, be sure of.

sweet - Syn: pleasant, agreeable, mild, pure, fresh, gentle, lovely, beautiful, attractive, sugary, candied, charming, delightful, . Ant: sour, acid, acetic, astringent, vinegary, fetid, stinking, foul, repulsive, irritating, gross, coarse.

T

take - Syn: accept, receive, acquire, pocket, seize, snatch, capture, get, Ant: give, donate, contribute, bestow, present, deliver, allow, hand out, grant, relinquish, render.

teach - Syn: educate, instruct, tutor, train, school, enlighten, initiate, inform, drill, disseminate, expound, coach, Ant: learn, acquire, gain, receive, take in, follow, master, copy.

tease - Syn: taunt, tantalize, torment, vex, annoy, irritate, harass, mortify, chagrin, aggravate, irk, provoke, Ant: comfort, console, please, satisfy, flatter, gratify, amuse, stimulate, encourage, praise.

thankful - Syn: grateful, obliged, gratified, contented, beholden, indebted to, kindly, Ant: ungrateful, thankless, careless, insensible, forgetful critical,

think - Syn: cogitate, muse, ponder, imagine, suppose, guess, consider, deliberate, Ant: put away thought, relax the mind.

timid - Syn: fearful, shy, diffident, afraid, fainthearted, humble, cowardly, spiritless, weak, craven,

shaky, scared, Ant: brave, bold, courageous, undaunted, determined, plucky, daring, unafraid, gallant, venturesome.

tough - Syn: stubborn, hardened, resisting, strong, firm, wiry, boisterous, bullying, fierce, brutal, Ant: mild, amenable, gentle, kind, good, tractable, yielding, dutiful, obedient, docile, orderly, modest.

travel - Syn: journey, tour, voyage, pilgrimage, trip, tramp, ramble, wandering, march, migration, exodus, circuit. Ant: rest, repose, sleep, slumber, stop, pause, halt, inaction.

trust - Syn: belief, confidence, credit, faith, hope, assurance, security, Ant: unbelief, misgiving, demur, doubt, suspicion, skepticism, debt, deficit.

try - Syn: attempt, essay, endeavor, aim, strive, risk, tackle, test, experiment, undertake. Ant: disuse, dispense with, neglect, avoid, shun.

U

unique - Syn. rare, uncommon, choice, matchless, different, unlike, novel, original, unrivaled, unusual, strange, remarkable, bizarre, Ant: common, ordinary, normal, everyday, regular, like, alike, customary, general.

utter - Syn: speak, express, talk, articulate, pronounce, voice, declare, say, assert, enunciate, deliver, emit, ejaculate, vocalize, blurt out, recite, proclaim, acclaim, disclose, divulge, reveal, inform, tell, publish, circulate, Ant: keep silent, muffle, suppress, keep secret, keep mum.

V

valiant - Syn: brave, bold, courageous, daring, unafraid, dauntless, undismayed, intrepid, powerful, vigorous, stout, heroic, gallant, valorous, Ant: cowardly, fearful, afraid, shy, timid, timorous, effeminate, weak, craven, scared,

verdict - syn: judgment, decision, answer, opinion, sentence, conclusion, Ant: misjudgment, quirk, prejudice, bias, evasion, error, foregone conclusion, fixed idea.

W

want - Syn: lack, need, privation, hunger, starvation, penury, poverty, scarcity, dearth, famine, depletion, pittance, Ant: plenty, profusion, abundance, wealth, riches, property, sufficiency, fullness, full measure, enough.

waste - Syn: squander, dissipate, destroy, throw away, lavish, scatter, spend, dwindle, wither, decay, spoil, abuse. Ant: increase, multiply, enlarge, swell, augment, lay up, conserve, preserve, supplement, improve.

whole - Syn: entire, complete, total, integral, all, full, absolute, plenary, inclusive. Ant: part, partial, fractional, sectional, divided, imperfect, defective.

wisdom - Syn: prudence, foresight, sagacity, acumen, astuteness, ability, discernment, good judgment, **savvy**, horse sense, clear thinking, Ant: folly, foolishness, absurdity, nonsense, fatuity, senility, frivolity.

work - Syn: labor, task, toil, performance, accomplishment, achievement, deed, employment. Ant: idleness, ease, leisure, relaxation, vacation, recreation, laziness.

X

x-rays - Syn: radio activity, radium, ultra violet rays, radiant energy, cathode rays.

Y

yearn - Syn: desire, crave, long for, hanker after, fret, grieve, mourn, droop, pine, languish, wish for, Ant: be content, be pleased, be satisfied, ignore, avoid, shun, have no desire for.

youth - Syn: boy, lad, laddie, youngster, schoolboy, stripling, urchin, whippersnapper, girl, lass, lassie, damsel, miss, maiden, missy, schoolgirl, tomboy, colleen, flapper, boyhood, girlhood, springtime of life, heyday of youth, rising generation, happy days, flower of life. Ant: old man, pop, graybeard, dotard, centenarian, veteran, grandpa, grandfather, gaffer, oldster, granny, grandma, grandmother, old woman, old wife, crone, hag, witch, old age, oldness, senior.

Z

zeal - Syn: ardor, earnestness, enthusiasm, eagerness, fervor, energy, hustle, intensity, inclination, vim, spirit, nerve, pep, diligence, perseverance, Ant: indifference, apathy, coldness, carelessness, sluggishness, laziness, reluctance, inaction, idleness, languor, unconcern.

zero -Syn: nothing, naught, cipher, nullity, nobody, unreality, nonentity, blank, void, phantom, Ant: something, anything, matter, material, body, substance, stuff, object, thing, existence.

zone - Syn: belt, region, district, territory, section, quarter, area, circuit, terrain, precinct, ward, country, zodiac, latitude, sector, quarter.

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