

Opposites

<i>start</i>	high	strong	big	weak	black
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*Needs: a dice and for each player a counter.
 Throw with the dice and take your steps. Read the word and go to its opposite, forwards or backwards. When you reach a colored square, read what to do.*

fast

awake	small	low	slow	white	asleep
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wet

tall	dark	dry	far	light	short
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near

sad	hot	hard	soft	cold	happy
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slow

Yellow: make a sentence with the word before you move to the opposite.

Green: make a sentence with the word and its opposite.

Orange: go back 5 steps.

Red: go back 10 steps.

full	easy	quick	empty	difficult	<i>You won!</i>
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