

Analogies Card Game

Analogies is a card game for whole class, small group, or individual practice that encourages word associations, conceptual relationships, and vocabulary development.

Directions:

Prepare a set of cards on which you write the analogy on the front and the answer on the back. Present the concept of an analogy to your students, stressing the importance of looking for the relationship between the given pair of words. Remind them this is the key to determining the missing word.

- rich : money :: well : health
- land : river :: body : veins
- pig : pork :: steer : beef
- small : petite :: large : giant
- panel : door :: pane : window
- eye : sight :: teeth : chew
- hand : elbow :: foot : knee
- meow : cat :: bark : dog
- baby : adult :: puppy : dog
- mitten : hand :: sock : foot
- author : story :: poet : poetry
- seed : tree :: egg : bird
- Edward : Ed :: Suzanne : Sue
- four : rectangle :: three : triangle

- gas : car :: wood : fire
- creek : river :: hill : mountain
- plane : hangar :: auto : garage
- son : father :: daughter : mother
- stem : flower :: trunk : tree
- pen : author :: brush : artist
- rose : vase :: water : pitcher
- heat : furnace :: cool : air conditioner
- man : men :: sheep : sheep
- boy : shirt :: girl : blouse
- sit : sat :: bring : brought
- cat : mouse :: spider : fly
- knife : cut :: pen : write
- lion : cage :: book : bookcase

Options:

- Prepare the cards and place them in a learning center. Individual students can use them at a specified time or as an extra activity when their class work has been completed.
- Some of the cards might have the third word missing instead of the fourth.
- Prepare the cards and present one a day to the whole class. You may designate a specific time during the day as “analogies” time or allow the students to work on the activity throughout the day until a solution is reached.
- Award a small prize to the student or small group who reaches the solution first.
- Encourage students to create their own analogies.
- Create (or have students create) analogies that reflect content information and vocabulary.
- Color-code cards with different content or for different topics and subject areas.
- Use a database and/or label-making program to create professional looking cards.
- Notch the upper right hand corner of each card to make for easy sorting.

Source: <http://www.teachersdesk.org/vocabanal.html>