

## Advanced Adjective Opposites Matching Games

At least one of each pair of the adjective opposites below is from the Academic Word List. (The AWL lists the most common words in academic writing that aren't on the GSL-- the 2,000 most common English words of all.) You will probably know quite a few of these, but not all of them.

One way to learn the adjectives you don't yet know is to make your best guess and then check your answers. However, that can be hard if there are several unfamiliar words in one set. So I have provided a short essay just above the answers that demonstrates how some of them can be used. If you find some of the matches difficult, try reading it before you finish matching the opposites.

### Directions for Adjective Opposites Matching:

Match (connect) the adjective on the left with its opposite on the right. Examples: cold- hot or friendly-unfriendly.

### Negative- Positive Adjective Matching Game

conflicting	secure
declining	accepted
erroneous	dependable
harmful	competent
incapable	relaxed
insufficient	cooperating
rejected	correct
tense	improving
unreliable	beneficial
unsafe	enough

### Thought & Communication Adjective Opposites

ambiguous	unimaginable
aware	unimaginative
complex	precise
conceivable	practical
convincing	stupid
creative	unconscious
inaccurate	general
intelligent	unrelated
rational	simple
relevant	unreasonable
specific	clear
theoretical	unpersuasive

### **Stronger or Weaker Adjectives**

concentrated	subordinate
cooperative	unimpressive
dominant	competitive
dramatic	diluted

### **Outside & Inside Adjectives**

exclusive	hidden
exposed	kept
external	inclusive
released	internal

### **Size & Importance Adjectives**

crucial	minor
diminished	contracted
enormous	unlimited
expanded	minimal
major	secondary
maximal	unimportant
primary	increased
restricted	tiny

### **Time Opposites**

brief	finished
eventual	initial
final	subsequent
ongoing	immediate
previous	long

### **Other Adjective Opposites Matching**

accessible	optional
flexible	unchanging
identical	divided
liberal	actual
required	stiff
traditional	different
unified	common
unique	unreachable
variable	conservative
virtual	modern

**A Short Essay on Computer Game Programming  
(to Demonstrate the Use of Some of the Words Above)**

Computer game programmers design virtual worlds to feel 'real', even if their settings and stories are completely unlike ordinary life. Excitement is crucial to the games' success, but a realistic story is optional. As long as it's exciting, it can be realistic -- or bout aliens!

Game creators try to make each game unique-- not quite like any other, but also sufficiently similar to earlier games that players will recognize the main idea and want to play it.

The initial (beginning) scenes should give a general idea of the game's story and its major, dominant themes. Subsequent scenes can develop these themes more specifically. As the players get deeper into the story they may meet less important, subordinate characters. However, these minor characters and subplots must remain relevant to the main story.

Game designers need to consider how competitive to make their game. Some players are very competitive, and winning is everything. Their pleasure is diminished if they can't prove they are the best. Other players are more interested in cooperative play with their friends and having a relaxing time together.

## **Answers**

### **Negative- Positive**

conflicting- cooperating  
declining- improving  
erroneous- correct  
harmful- beneficial  
incapable- competent  
insufficient- enough  
rejected- accepted  
tense-relaxed  
unreliable- dependable  
unsafe- secure

### **Thought & Communication**

ambiguous- clear  
aware- unconscious  
complex-simple  
conceivable- unimaginable  
convincing- unpersuasive  
creative- unimaginative  
inaccurate- precise  
intelligent- stupid  
rational- unreasonable  
relevant- unrelated  
specific- general  
theoretical- practical

### **Stronger or weaker**

concentrated- diluted  
cooperative- competitive  
dominant- subordinate  
dramatic- unimpressive

### **outside & inside**

exclusive- inclusive  
exposed- hidden  
external- internal  
released- kept

### **Size & Importance**

crucial- unimportant  
diminished- increased  
enormous- tiny  
expanded- contracted  
major-minor  
maximal- minimal  
primary- secondary  
restricted- unlimited

### **Time**

brief-long  
eventual- immediate  
final- initial  
ongoing- finished  
previous- subsequent

### **Other Adjective Opposites Matching**

accessible- unreachable  
flexible- stiff  
identical- different  
liberal-conservative  
required- optional  
traditional- modern  
unified- divided  
unique- common  
variable- unchanging  
virtual- actual