

# Find a Partner Activity



by Ann Fausnight  
Devoted to Vocabulary Development

## Find a Partner

Use these cards to form random student pairs for an activity. Students find the person whose card is a usual partner for their card:

Socks – shoes

Salt – pepper

Cereal – milk

Peanut butter – jelly

Baseball – bat

Hammer – nail

Fork – spoon

Pencil – paper

Lock – key

king – queen

Hat – coat

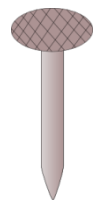
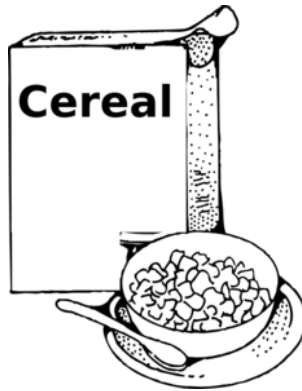
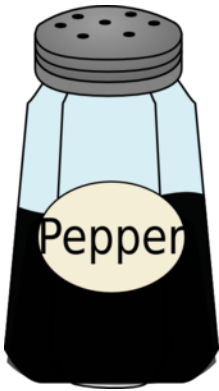
Macaroni - cheese

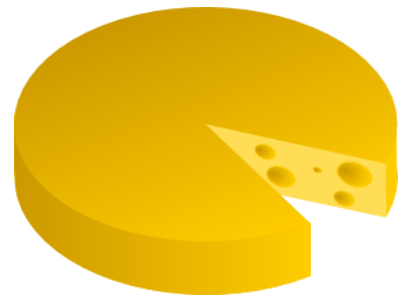
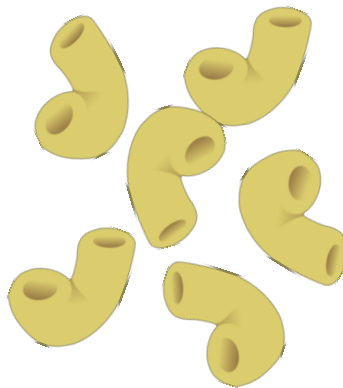
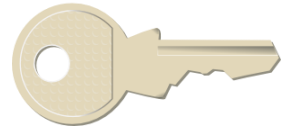
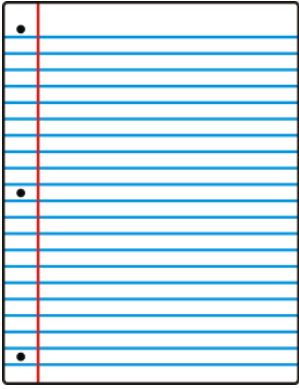
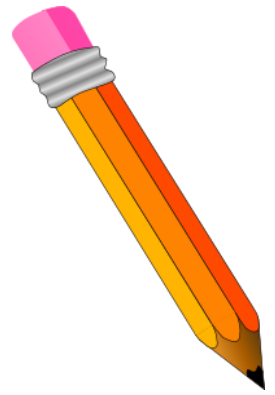
This gives the students a minute to move and helps students get to know and work with everyone in the class.

For a fun activity that allows for movement and for great creative and critical thinking do a “Stand Up, Hand Up, Pair Up” first with random matches. Have students meet with the closest person and think of a way the 2 pictures could go together. For example, hammer and jelly go together because both of their tops are made of metal or because the hammer could be used to gently tap around the lid to open the jar. Any ideas work at this point. After meeting with a couple random partners students find the actual match for their picture.

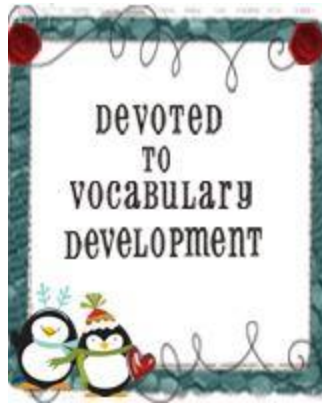
## Memory Game

These cards can also be used as a Concentration type game.





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