

Start stand up take off (clothes) cry win create enter

Board Game lead

teach fail sink lend freeze buy shout


get up (in the morning)  turn on love fix get on (a bus)  find

wake up

ask switch off

spend (money) throw **Finish** increase

do (computer) land **Verbs** live

push  lose (weight) encourage attack allow begin

Opposites Attract take up

depart forget give send open accept hire