



Go Fish!

Materials Needed:

- One deck of academic cards for each group of students. The cards can be from any content area, and should consist of pairs. Examples of pairs include: vocabulary words/definitions synonyms, antonyms, math problem/solution...

Objective:

Be the player with the most pairs at the end of the game.

To Play:

1. Decide who is dealer.
The dealer shuffles and deals the cards:
 - a. For two players, deal seven cards to each player
 - b. For three or four players, deal five cards to each player.Place the rest of the cards face down. This is the FISH POND.
2. Players look at their cards, and place pairs of matching cards face up next to them.
Only two cards can be in a pair.
3. Players decide who goes first.
4. Players take turns asking one player for a card that matches one they hold.
Players cannot ask for a card if they do not hold a matching card.
5. If the player who is asked for a card has the card, that player must give it to the person who asked for it. That player places the pair of cards face up with the other pairs and gets another turn.
6. If the player does not have the card asked for, that player says, "Go fish." The player takes any card from the FISH POND. If that card matches, the player places the pair with the other pairs.
7. Players take turns asking for cards. When the cards from the FISH POND are gone, play continues, but players do not draw a new card after each turn.
8. The game ends when one player runs out of cards. The player with the most pairs wins the game.