



Go Fish—Card Game

Object: Players try to get matches and be first to discard all of their cards.

Message For Parents and Teachers

- Adults or older children should help younger or struggling players as necessary.
- Feel free to use variations or modify rules as appropriate.
- Answers are always available during play and it's okay for players to use them. As they play they'll refer to them less and less, and eventually, not at all.
- Remember, *learning* is the goal. When kids are engaged because they're having fun, learning will happen.

Directions — 2 or More Players

1. Set aside the "Old Maid" card. Place "Help" cards face up on the table. The dealer shuffles the deck and deals 5 cards to each player. The remaining cards are placed face down in a "draw" pile. Players remove any matches in their hands and place the cards face up in front of them.
2. The player to the dealer's left starts play. A turn consists of selecting a card from one's hand and asking any other player for the matching card. (See below for sample phrases.)
3. If the asked player *has* the matching card, he must give it to the player who asked for it, who then places the pair face up in front of him and goes again.

If the player asked does *not have* the matching card, the player says, "Go fish!" The asker must then take the top card of the "draw" pile.

If the drawn card *is a match*, the asker discards the match, but does *not* get another turn.

If the drawn card is *not a match*, the asker keeps it and the turn passes to the player to the left.

4. The game continues until one player matches the last card in his hand and places the cards on the table.
5. In the event that the draw pile is depleted while everyone is still holding cards in hand, the player with the highest number of matches is the winner.

Matches

In some games, the same words are a match. In other games, different cards are a match. (Refer to the Word List Card to see all matches for that deck).

Sample phrases when playing Go Fish with *non-matching* cards: Here are some phrases that may be used when asking for matches.

- **VCE Game:** If 'hop' is selected, the player says, "I have 'hop.' Do you have 'hope'?"
- **Compound Words:** If 'cup' is selected, the player says, "I have 'cup.' Do you have 'cake'?"
- **Homophones:** If 'beat' is selected, the player says, "I have b-e-a-t as in 'The drum beat is loud.' Do you have b-e-e-t as in 'A beet is red'?"
- **Contractions:** If 'could not' is selected, the player says, "I have 'could not.' Do you have 'couldn't'?"
- **Math:** If the card with '36' is selected, the player says, "Do you have a match for 36?"