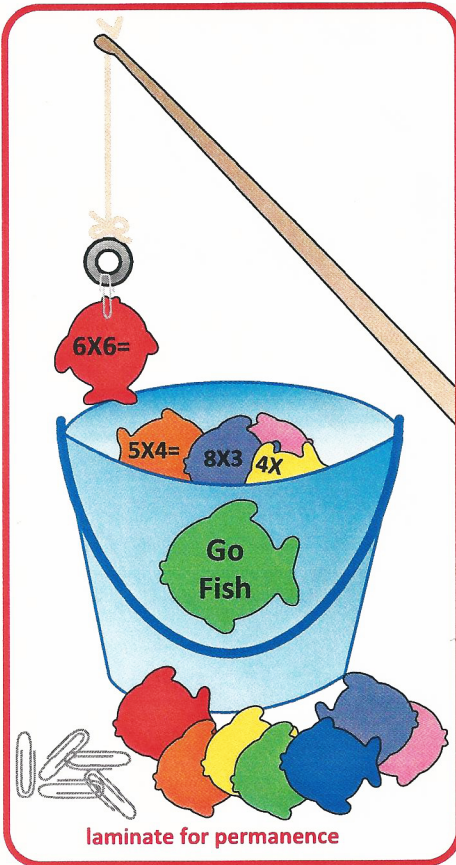


# Create A Versatile Fish Pond Game.



## Go Fish:

This versatile game has endless possibilities. A kinesthetic activity is a great alternative to paper and pencil drill. Students can practice basic skills with a hands-on activity that taps into multiple intelligences. Create games that grow with each student's abilities. Kids will have so much fun they won't realize they are reinforcing basic math & language skills.

## Preparation:

Tie one end of the string to the stick. Tie the donut magnet to the other end. Prepare fish with numbers, letters, math facts, etc. Laminating is optional. Put a paper clip on the mouth end of each fish and drop them into the big fish pond bucket. Store game pieces and directions in zip lock bags.

## Game Guidelines:

Students take turns "fishing". When they answer correctly the fish goes into their "keeper" bucket or baggie. If the answer is incorrect, the fish goes back into the pond. Play until the pond is empty. Kids can fish individually or with a partner to ask math facts, spelling words, etc.

## Language Variations:

- Letter recognition
- Fish out a letter and say a word that starts with that letter
- Fish for letter blends
- Fish for a spelling word and have a partner spell it (take turns)
- Fish for vocabulary words and use them in a sentence
- Fish for a research topic
- Fish for task cards

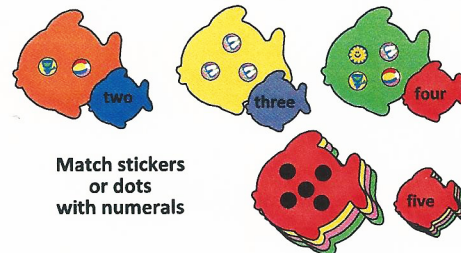
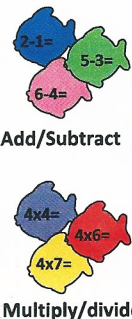
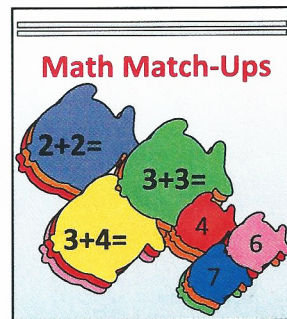


laminare for permanence

Create a variety of fish games and vary the concept and the degree of difficulty. Use Large and Mini Fish Notepads or Cutouts. Store game pieces in baggies and keep them in the bucket ready to go!

## Math Variations:

- Increase the degree of difficulty for various ability levels
- Count the dots on a big fish and identify the numeral
- Practice addition / subtraction facts
- Practice multiplication / division
- Word problems or task cards

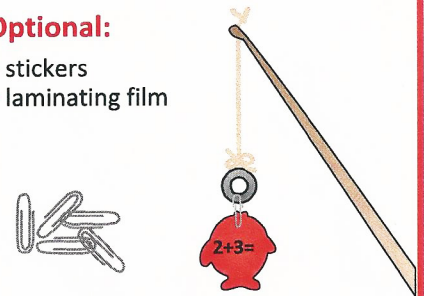


## Materials:

- Plastic bucket for fish pond
- 12"-15" stick or dowel
- 18" string
- 1 donut magnet or magnetic tape\*
- Paper clips
- Shapes Etc.™ Creative Cut-Outs or Notepads for game pieces
- Markers
- Zip-lock™ bag to store game pieces
- Small bucket or zip-lock bag to store the "keeper" fish

## Optional:

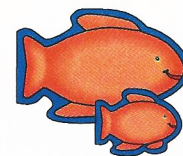
- stickers
- laminating film



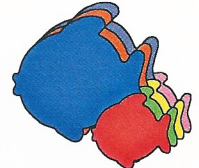
## Helpful Hint:

\* Experiment with magnets to see which ones work best. Magnets vary in strength. Some donut magnets are so strong they will pick up every fish in the bucket! Several pieces of magnetic tape will work well too.

## Notepads & Cut-Outs



Fish  
Mini SE-737  
Large SE-187



Assorted Fish  
Small SE-590  
Large SE-8521

## Coordinating Stickers



SE-2531 Beach