

Notes Concerning *Go Fish* and *Go Fish Memory*

Go Fish Memory

Level: Beginner

Recommended # of players: 2-4

Materials: *Go Fish* Cards

Notes:

Go Fish Memory is a good game for beginners. Young children generally are good at memory games such as this, so the challenges are very slight. This game provides a good introduction to the customs of game playing, such as turn-taking and deciding who goes first. Children often play this game cooperatively, avoiding the need to count cards. The game still has value when played cooperatively.

Go Fish Memory

Level: Intermediate

Recommended # of players: 3-5

Materials: *Go Fish* Cards

Notes:

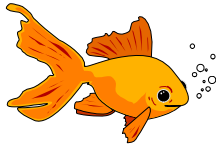
Go Fish is a good game for children who have begun to play games. The challenges of the game are minimal. Children who do not hide their cards when they play have the opportunity to construct the idea that when they can see another's cards, this gives them an advantage, and that this is true for others as well. Therefore, this is a good game for the development of **perspective taking**.

Many different versions of *Go Fish* cards can be found for sale at toy stores. One version is made by World Class Learning Materials.

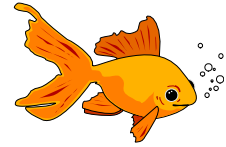
Cards can be printed on card stock and laminated.

If *Go Fish* cards are not available, a standard deck of playing cards can be used. If the children have difficulty distinguishing between the Jacks and the Kings, do not use the face cards.

Rules for two different games using the ***Go Fish*** cards are included here: the standard version of *Go Fish*, and *Go Fish Memory* (a standard memory game).



Go Fish Memory

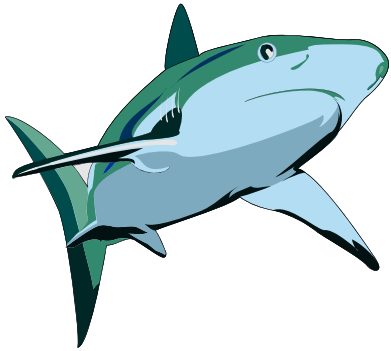


Materials: One deck of Go Fish cards, or any deck of cards that consists of pairs of identical cards

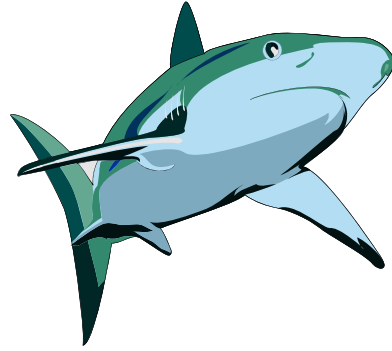
Objective: Be the player with the most cards at the end of the game.

To play:

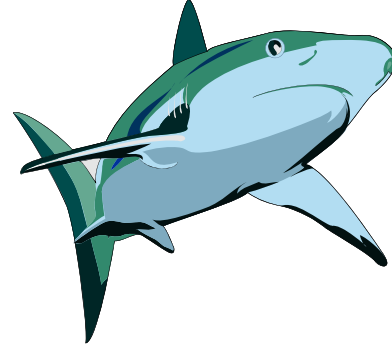
1. Spread out all the cards, face down.
2. Decide who goes first.
3. Players take turns turning over any two cards, without moving them from their place.
4. If the cards match, the player keeps the cards and gets another turn.
5. If the cards do not match, the player turns them back face down and the player's turn ends.
6. The next player takes a turn.
7. The game ends when all the cards are taken.
8. The player with the most cards wins the game.



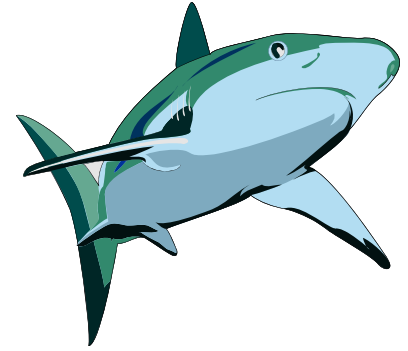
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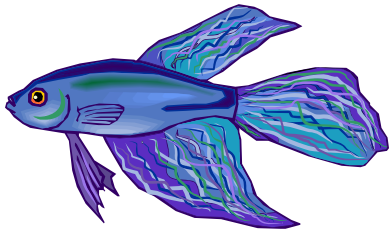
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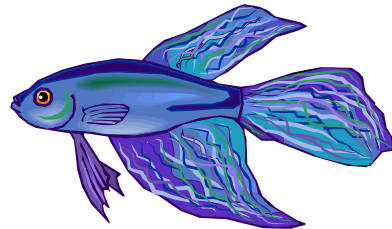
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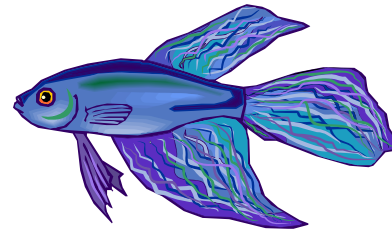
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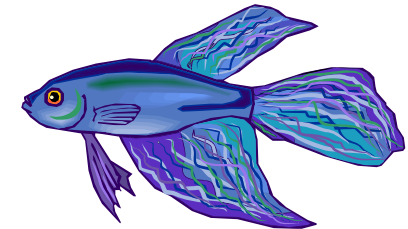
Betta



Betta

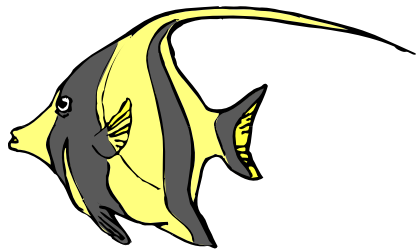


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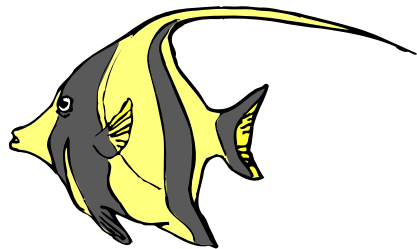


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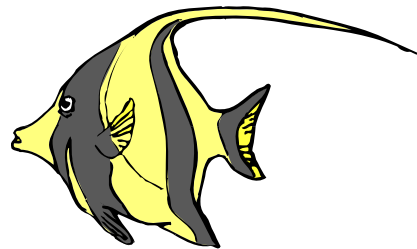




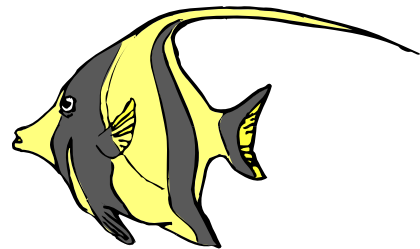
Angel
Fish



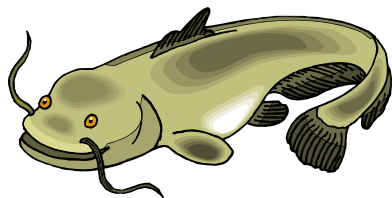
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Fish



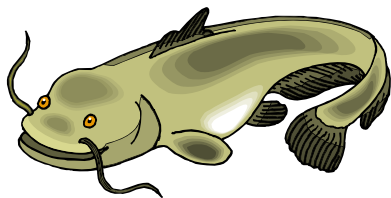
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Fish



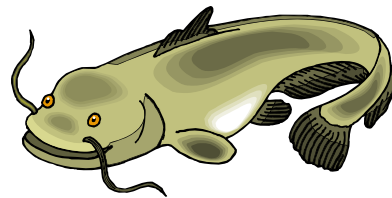
Angel
Fish



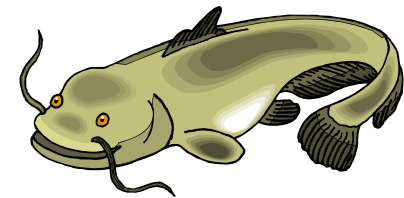
Catfish



Catfish



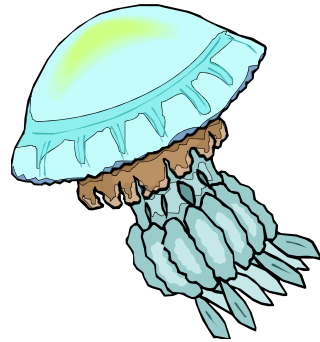
Catfish



Catfish



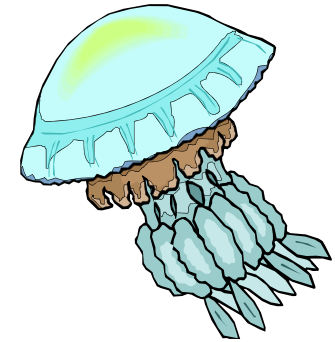
Jellyfish



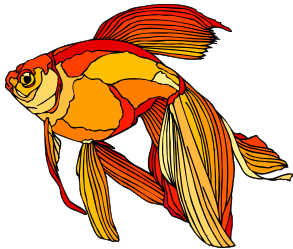
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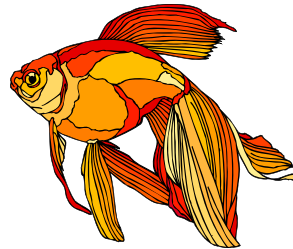
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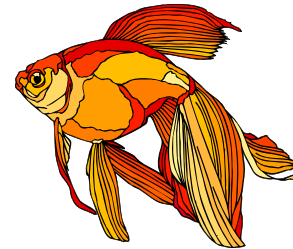
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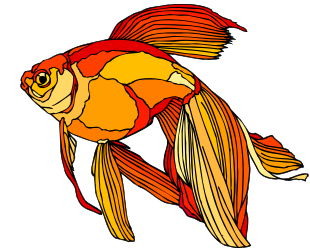
Goldfish



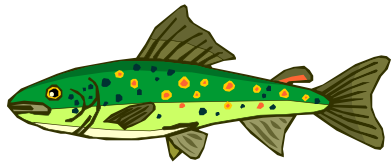
Goldfish



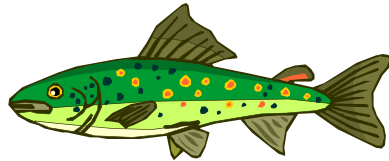
Goldfish



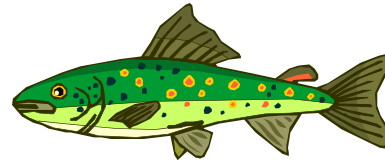
Goldfish



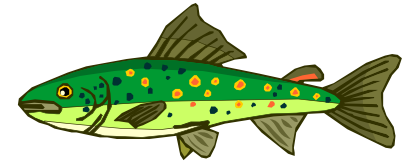
Trout



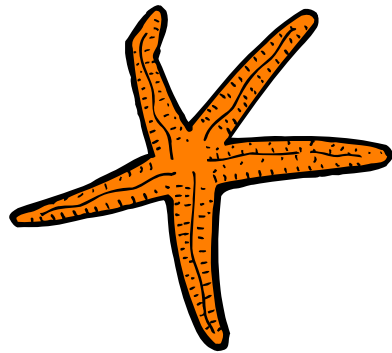
Trout



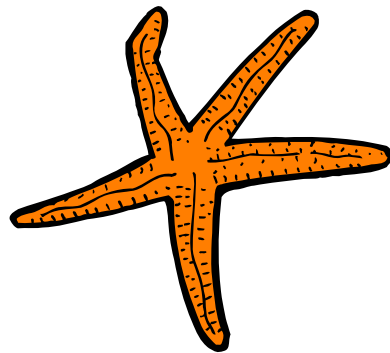
Trout



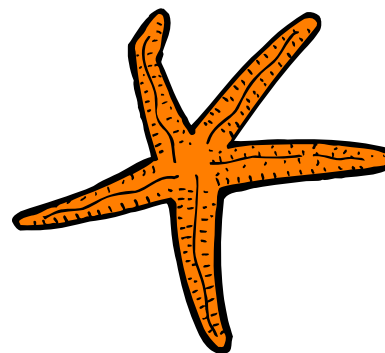
Trout



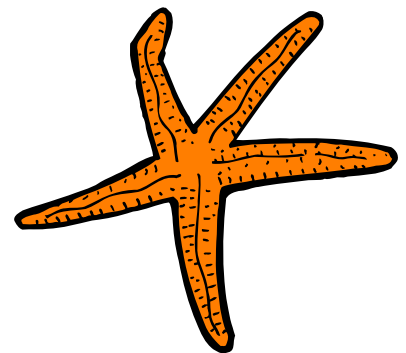
Starfish



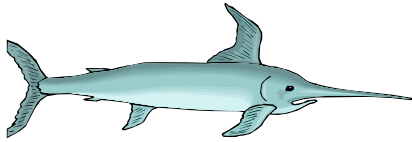
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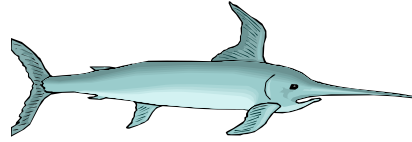
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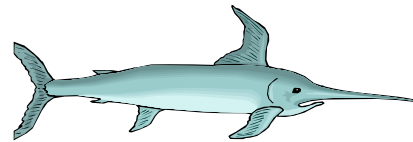
Starfish



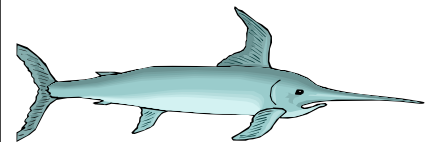
Swordfish



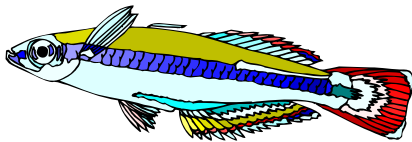
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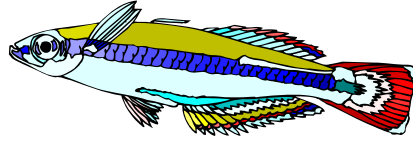
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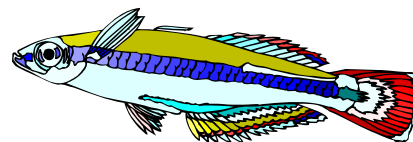
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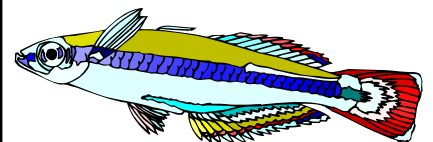
Rainbow
Fish



Rainbow
Fish



Rainbow
Fish



Rainbow
Fish