

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:

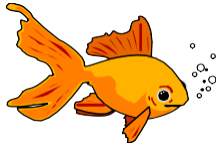
Go Fish is a good game for children who have begun to play games. The challenges of the game are minimal. Children who do not hide their cards when they play have the opportunity to construct the idea that when they can see another's cards, this gives them an advantage, and that this is true for others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

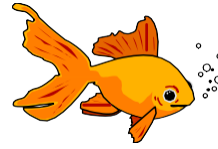
Cards can be printed on card stock and laminated.

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 Rules

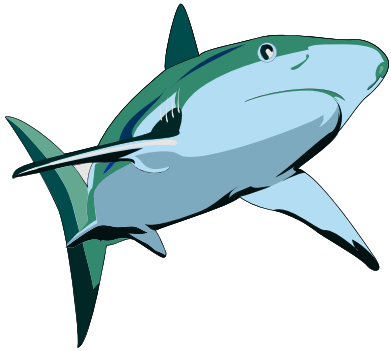


Materials: One deck of Go Fish cards, or any deck of cards that consists of identical pairs

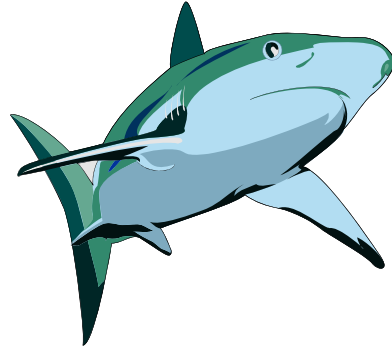
Objective: Be the player with the most cards at the end of the game.

To play:

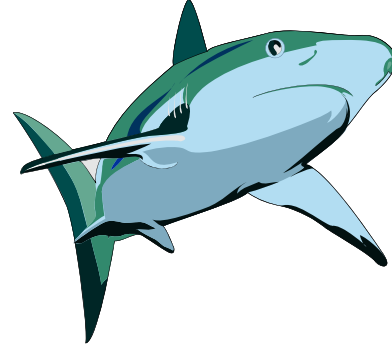
1. Decide who is dealer. The dealer shuffles and deals the cards:
 - a. For two players, deal seven cards to each player
 - b. For three or four players, deal five cards to each player. Place the rest of the cards face down. This is the FISH POND.
2. Players look at their cards, and place pairs of matching 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 cards wins the game.



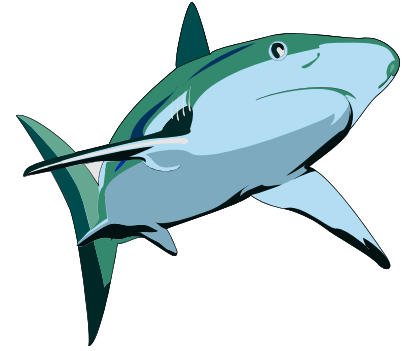
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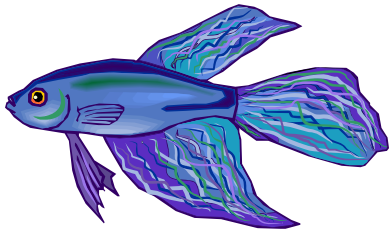
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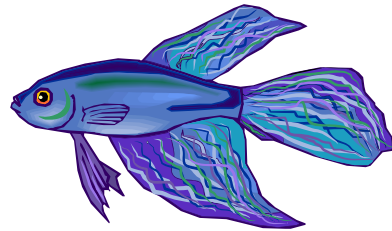
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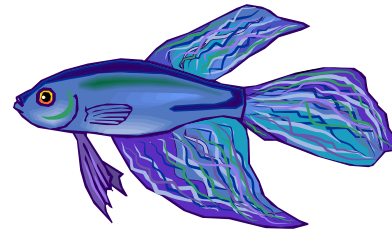
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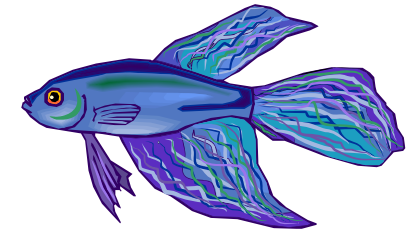
Betta



Betta

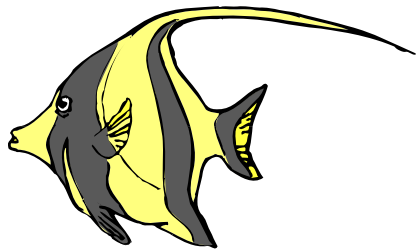


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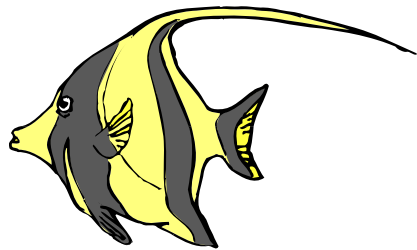


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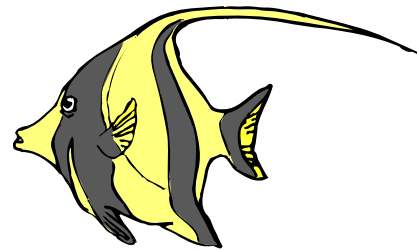




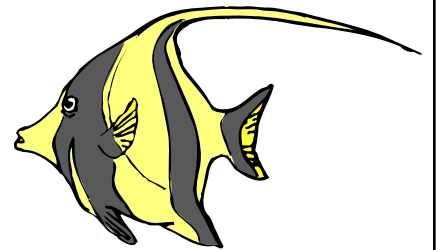
Angel
Fish



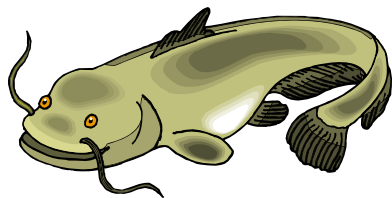
Angel
Fish



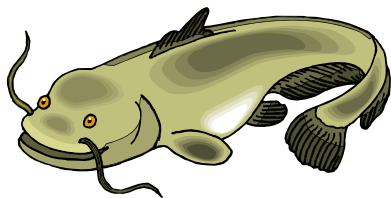
Angel
Fish



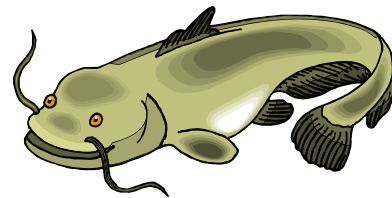
Angel
Fish



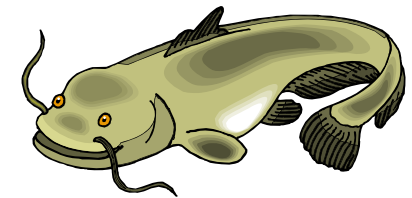
Catfish



Catfish



Catfish



Catfish



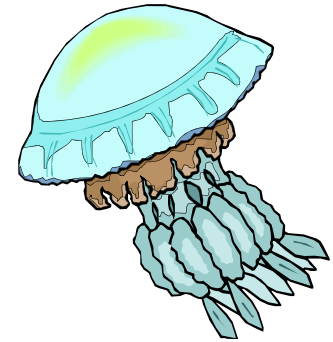
Jellyfish



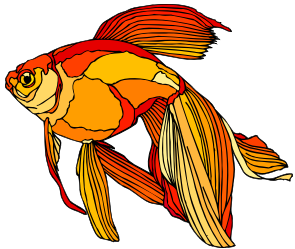
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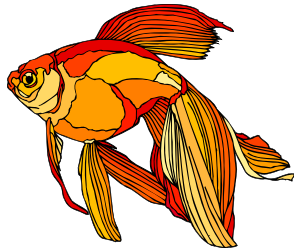
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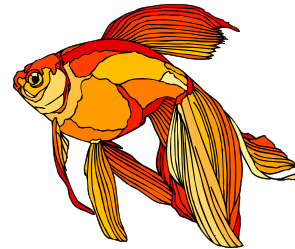
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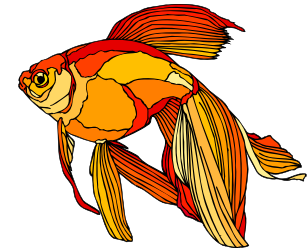
Goldfish



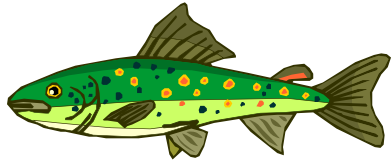
Goldfish



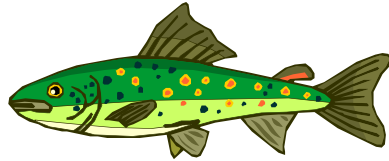
Goldfish



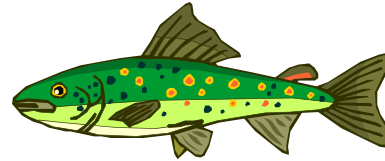
Goldfish



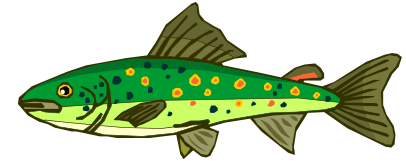
Trout



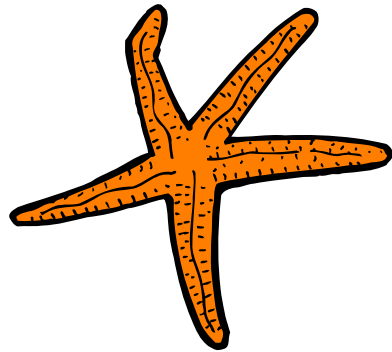
Trout



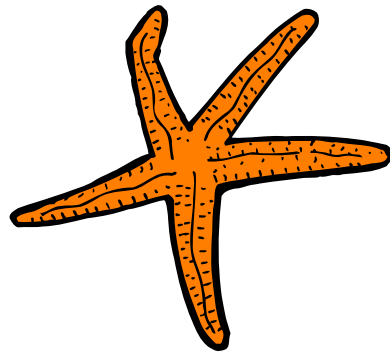
Trout



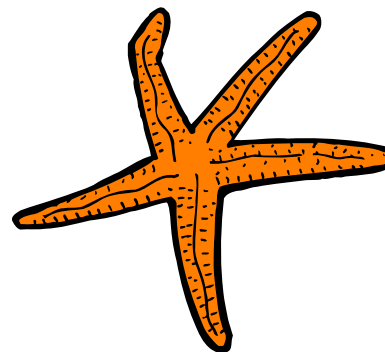
Trout



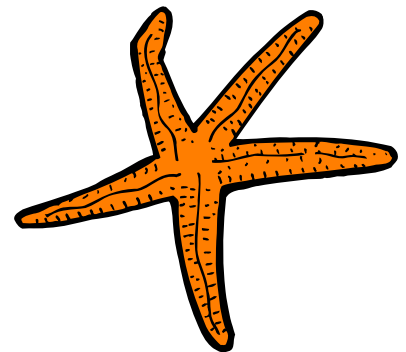
Starfish



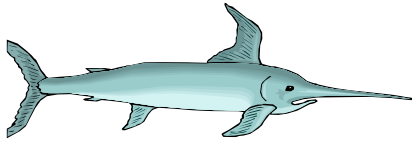
Starfish



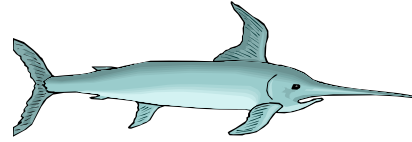
Starfish



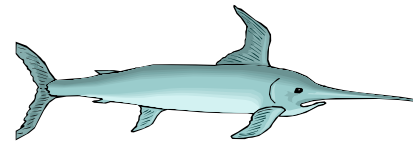
Starfish



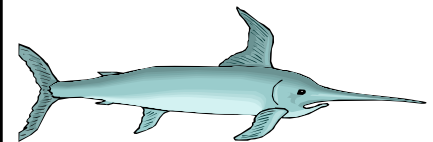
Swordfish



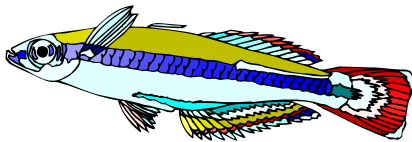
Swordfish



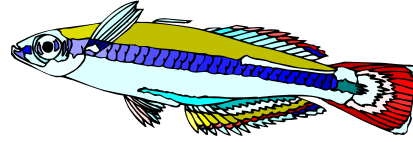
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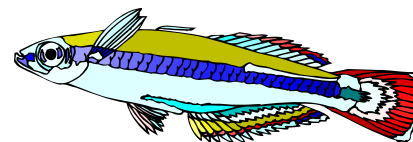
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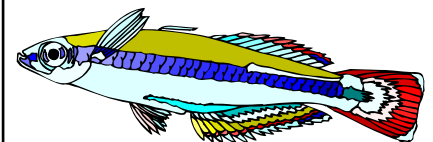
Rainbow
Fish



Rainbow
Fish



Rainbow
Fish



Rainbow
Fish