



HOW TO MAKE THESE CARDS:

Print these cards in color if possible. Laminating or printing on heavy gauge paper will prolong their usability. You can print using the backs if you want. Test a page or two first to see if margins line up.

Cut the individual cards out, shuffle.

GAMEPLAY:

- **SHUFFLE:** Shuffle the cards.
- **DEAL:** Deal 5 cards to each player.
- **TURNS:** Take turns calling out, "Do you have any..." If the person being asked has that card, they must give it to the asker. This should make a pair. Put the cards on the table.
- **DRAWING CARDS:** If the person being asked does not have the card asked about, they say, "Go Fishing." and the asker draws a card. If you draw the same card that you asked for, take a BONUS TURN! If not, the turn passes to the right.
- **PAIRS:** Whenever you get a pair, you must lay it down. Once it is laid down, it cannot be asked for or taken.
- **END OF PLAY:** When one person is not holding any more cards, the game is over. Tally scores.
- **SCORING:** You get 1 point for each pair you made. For each card left in your hand, you get -1 points. You can go below 0. Whoever had the least points gets to start the next round.



GO

FISHING



GO

FISHING



GO

FISHING



GO

FISHING



GO

FISHING



GO

FISHING



GO

FISHING



GO

FISHING



GO

FISHING



FISH



CRAB



SHARK



SQUID



WHALE



CLAM



DOLPHIN



OCTOPUS



JELLYFISH



LOBSTER



STINGRAY



STARFISH



SHRIMP



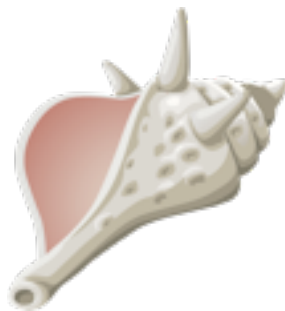
SEA TURTLE



SEA SNAKE



CLOWNFISH



CONCH



SEAHORSE



FISH



CRAB



SHARK



SQUID



WHALE



CLAM



DOLPHIN



OCTOPUS



JELLYFISH



LOBSTER



STINGRAY



STARFISH



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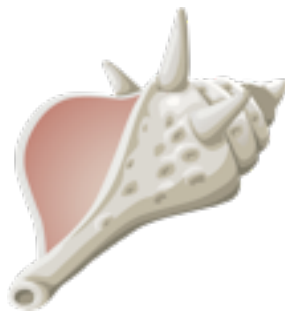
SEA TURTLE



SEA SNAKE



CLOWNFISH



CONCH



SEAHORSE

ANDREW FRINKLE

Andrew Frinkle is an award-nominated teacher and writer with experience in America and overseas. He has taught PreK all the way up to adult classes, and has focused on ESOL and EFL techniques. With a young child at home now, he's been developing more and more teaching strategies and books aimed at helping young learners.

His many educational works include:

- 50 STEM Labs & 50 More STEM Labs
- Common Core Assessment Templates
- Common Core Vocabulary Cards
- Graph Paper Math
- How to Draw with Basic Shapes
- Science Now!
- Sentence Builders & Word Builders
- Weekly Sentence Strips
- Story Starters
- Movers and Shakers & the Expansion Sets
- Basic Skills Workbooks: Alphabet Skills, Number Sense, and Shapes
- Monster Zoo Math
- Dealing With Archetypical Children - A Classroom Management Resource
- Make Your Own Comic Books
- *Get this and other books on Amazon, Lulu, and other online booksellers!*



Read more about Andrew Frinkle at www.underspace.org. He also maintains the educational websites www.littlelearninglabs.com and www.common-core-assessments.com. He also works full time for www.havefunteaching.com and its affiliated sites, as well as writing fantasy and science fiction novels under the pen name Velerion Damarke.