

How to Play 'Go Fish'

4 Aim of the game:

15 You need to collect the most groups of cards. A group
26 of cards is four playing cards that all have the same
28 number on.

31 How to play:

37 1. Get a deck of playing cards.

47 2. Give each player five cards. Leave the other cards in
57 a pile, face down, in the middle of the circle.

67 3. The first player can ask any other player if they
75 have got any cards of a certain number.

86 4. If the player has got the cards, they must give them
97 to you. If they haven't, they say 'Go fish' and you
103 must take one from the pile.

109 5. Put your groups flat on the
114 table. The winner is the
119 person with the most groups
125 at the end of the game.



Quick Questions



1. Number these instructions from 1 to 3 to show the order they must happen in.

_____ Ask another player for a card.

_____ Give five cards to each player.

_____ Put a group down on the table.



2. What might happen if someone knows that you have got lots of threes?



3. How might someone feel if they kept guessing incorrectly? Why?



4. What do you need to do to win the game?

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Answers



1. Number these instructions from 1 to 3 to show the order they must happen in.
 - 2 Ask another player for a card.
 - 1 Give five cards to each player.
 - 3 Put a group down on the table.



2. What might happen if someone knows that you have got lots of threes?
Accept any sensible prediction linked to the game, e.g. If someone knows that you have got lots of threes, they might ask you for them to make a group for themselves.



3. How might someone feel if they kept guessing incorrectly? Why?
Accept any sensible reaction linked to the game, e.g. The person might feel very frustrated because they know they have less chance of winning.



4. What do you need to do to win the game?
You need to have more groups of cards than any other player.