

Go Fish

'Go Fish' is a well known game that can be adapted to reinforce concepts of addition. If playing 'Addition to Ten' then selected cards from a standard playing deck can be used. However some sets of pre-prepared cards are found on the following pages.

These can be laminated and perhaps sets printed on differently coloured paper to help with organisation when packing away at the end of the game.



The game is different to the standard game of 'Go Fish' as it reinforces 'addition to ten' or 'addition to twenty'. Children must think of pairs of numbers that make a group of ten (or group of twenty).

To start the game, cards are shuffled and each player receives five cards. (A suitable group size would be two or perhaps a group of three children). Remaining cards are placed face down on the table in a centre pile.

The child going first (Player A) looks at his cards (let's say they held 1 3 4 4 9). Because two of his cards already make a group of ten (1 and 9) he places these down in front of him (but not on the pile of cards in the centre). Now Player A has three cards left (3, 4 and 4). He may ask his partner (or one of the children playing against them if in a group larger than two) whether they hold a 7 (because this is needed to go with the 3 he already has to make a group of ten). If the person being asked (Player B) has a 7, she must hand it over. Player A could then place these down as another match on the table. However if Player B doesn't have a 7, she will say "Go Fish" and Player A must pick up a new card from the centre pile. Player B now gets to ask a question.

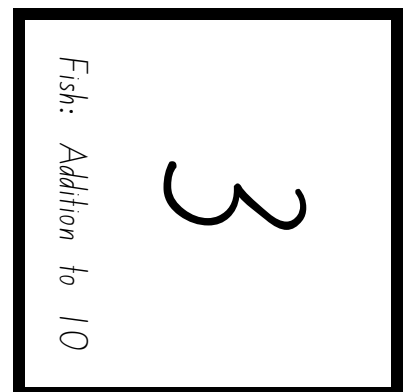
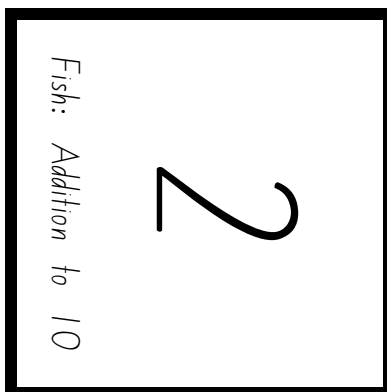
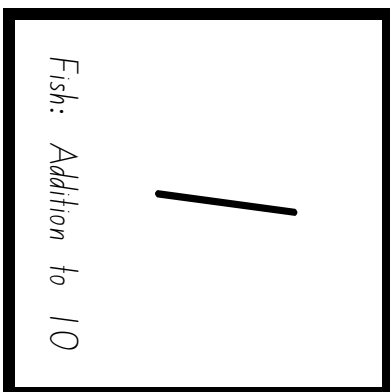
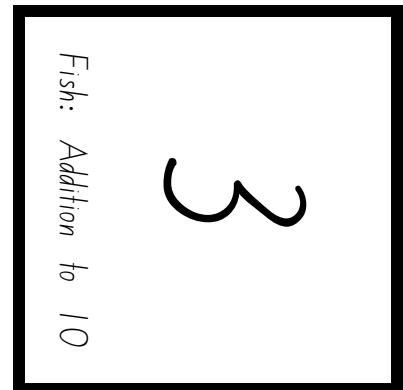
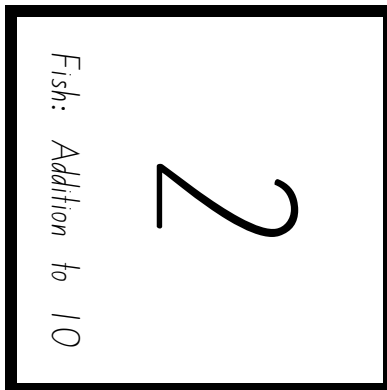
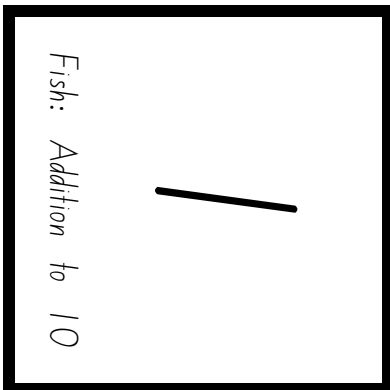
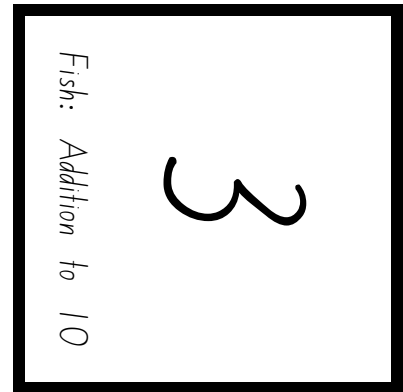
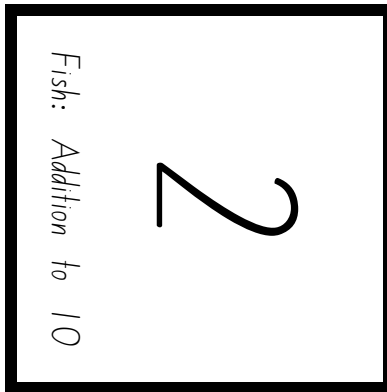
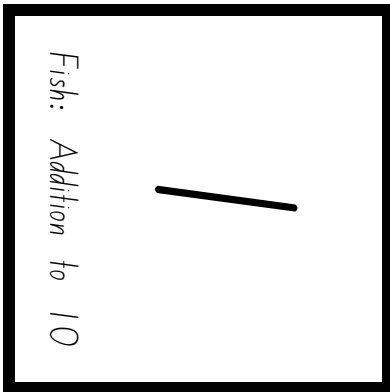
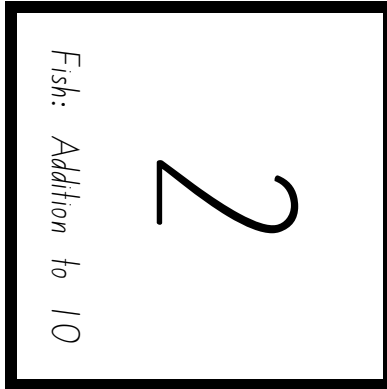
Player B may be holding 1 1 3 5 6. She could ask Player A if he has a 4 (because this would go with her 6 to make ten). Player A has a 4 so would have to hand it over. Player B would then place these on the table in front of her as a match. It would be Player A's turn to ask a question again.

Play continues back and forth with players handing over cards when asked to, and picking up cards from the centre pile if they unsuccessfully ask for something. If at any point a player runs out of cards, he/she can pick up three new ones from the centre pile. Eventually, all of the cards will have been matched (and there will be no cards left in the centre pile). The winner is the player with the most matches (pairs that make ten) in front of them.

The same rules apply if matching cards that make twenty. **Note:** To make the number (ten or twenty) only two cards are used. For example, a player can't put down three cards (2, 3 and 5) because these three cards add to make ten. The number ten (or twenty) must be formed by two cards.

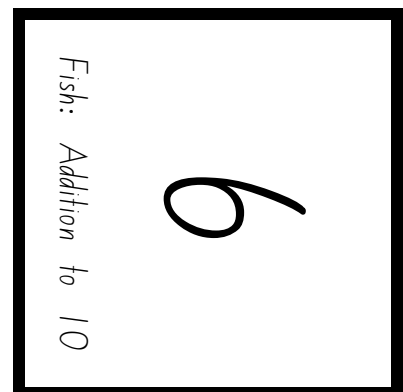
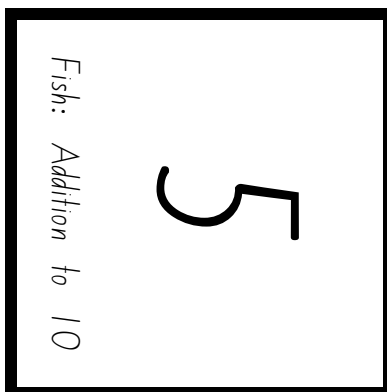
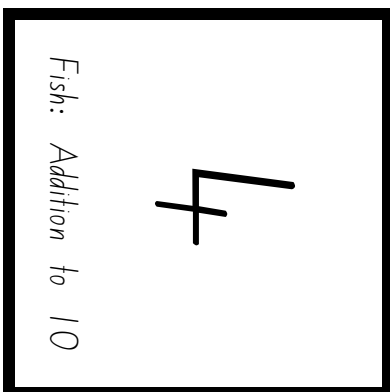
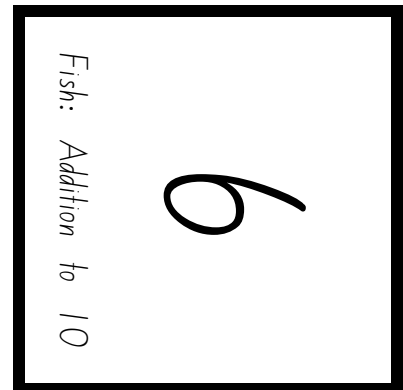
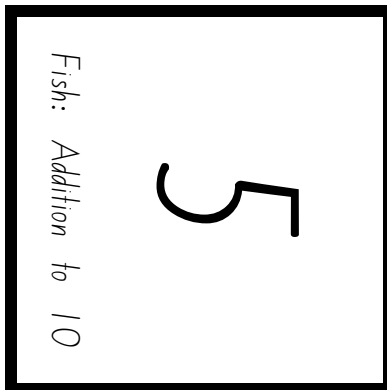
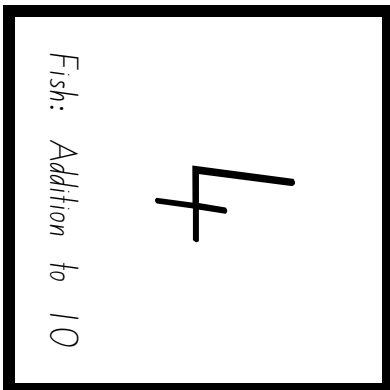
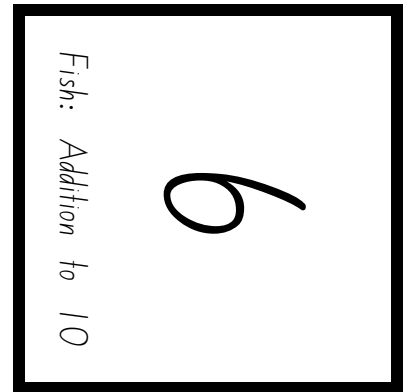
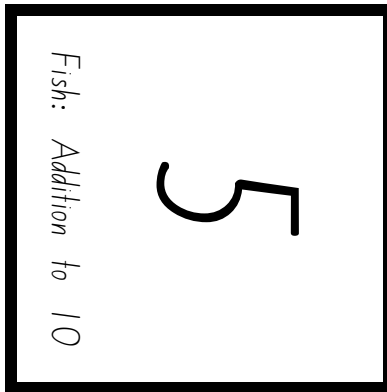
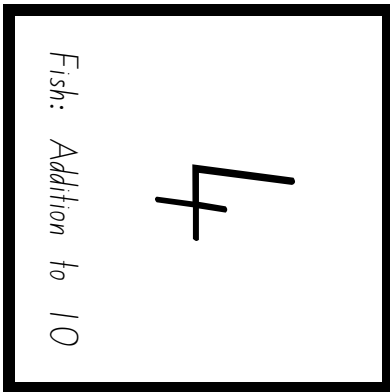
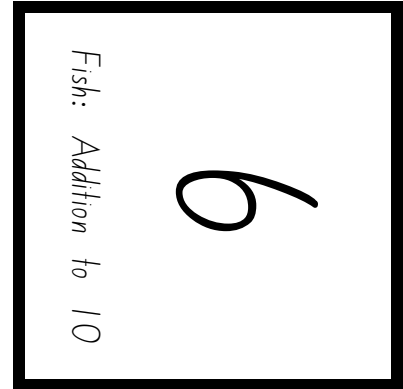
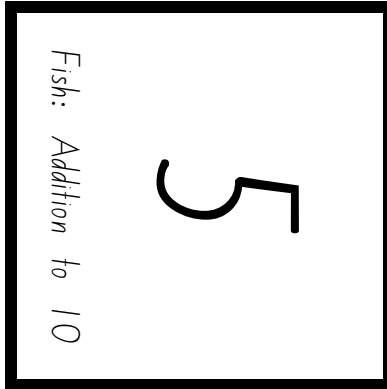
Go Fish (Addition facts to Ten)

There are 12 number cards below for a game of 'Go Fish' (Addition facts to Ten). This is the 1st of 3 pages



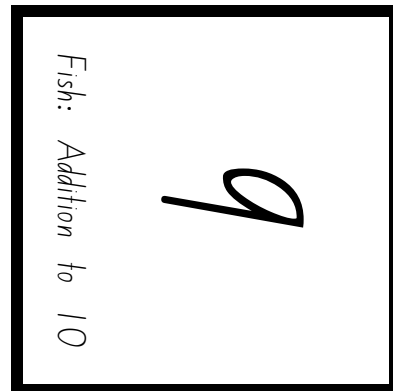
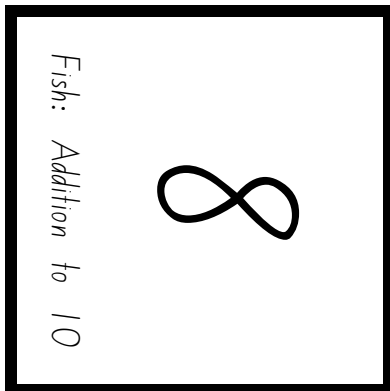
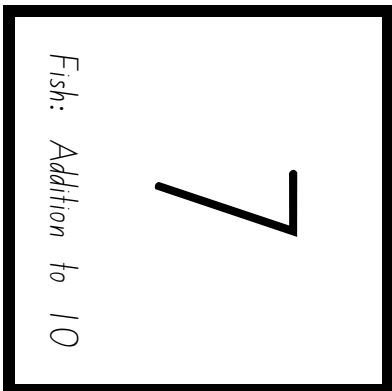
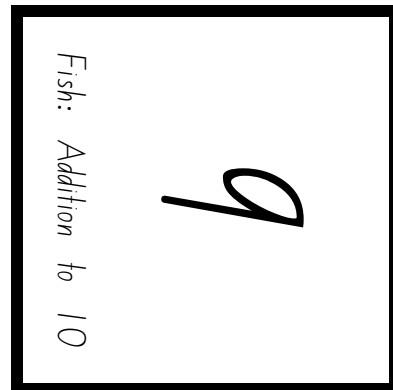
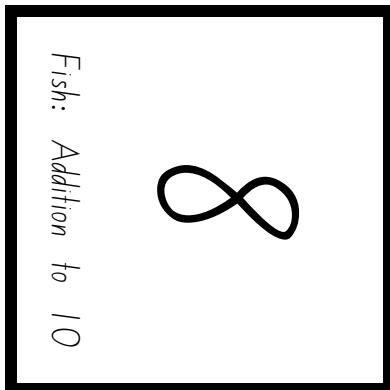
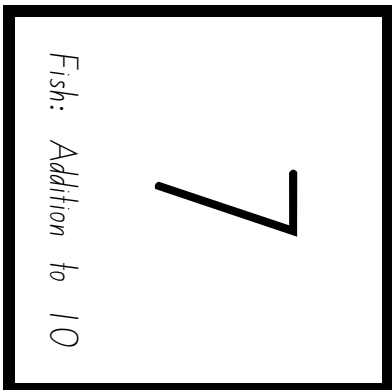
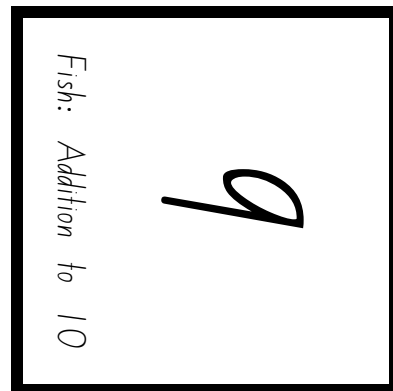
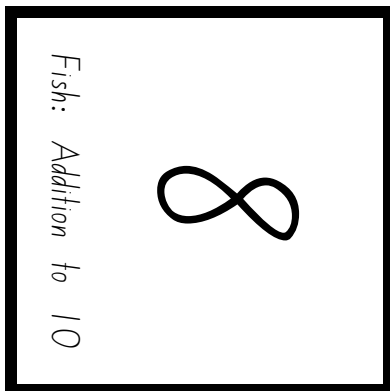
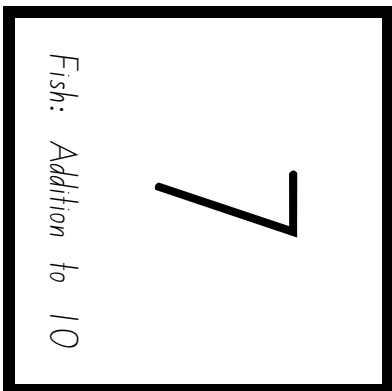
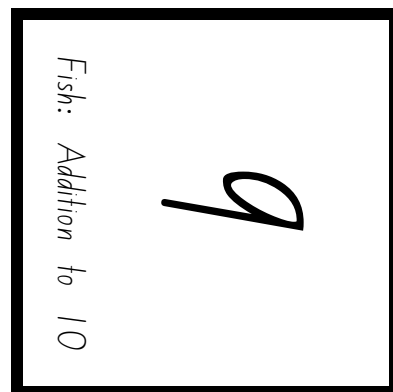
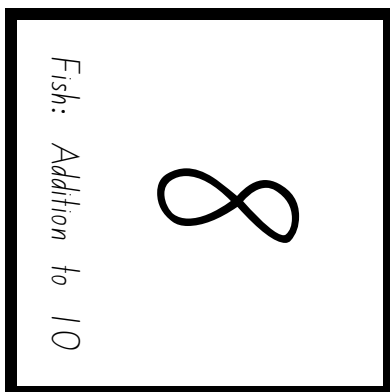
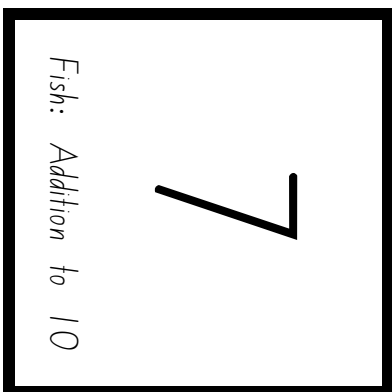
Go Fish (Addition facts to Ten)

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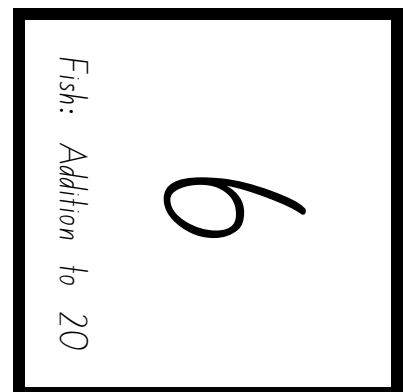
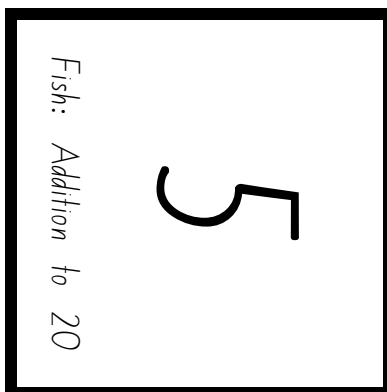
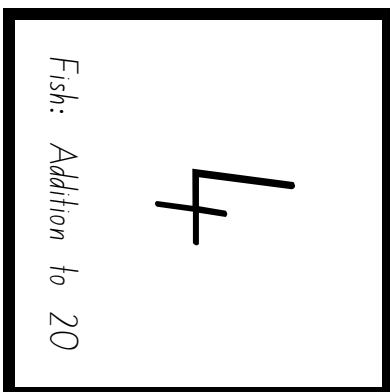
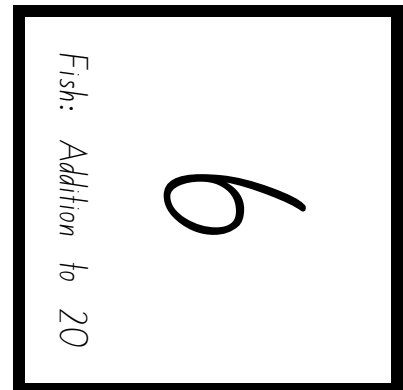
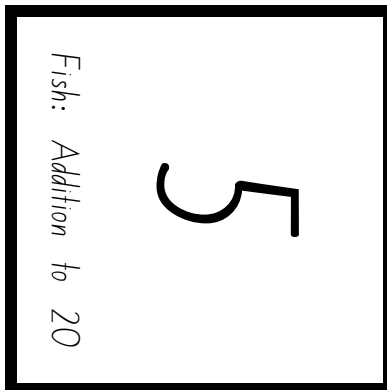
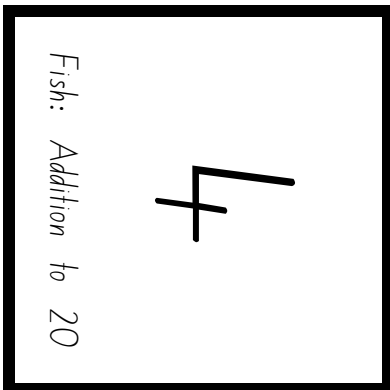
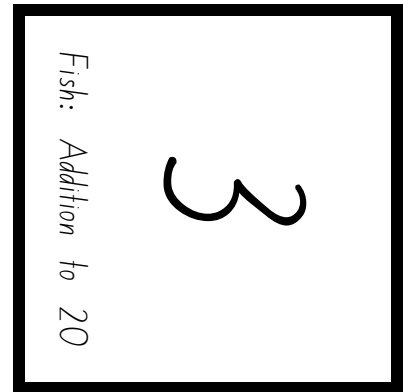
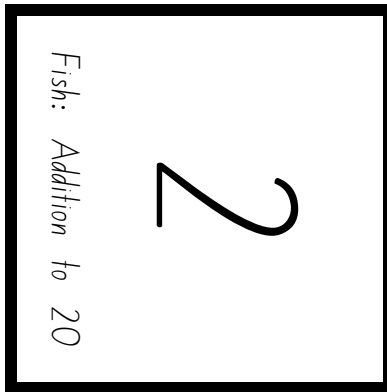
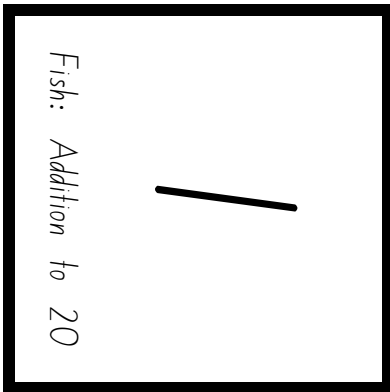
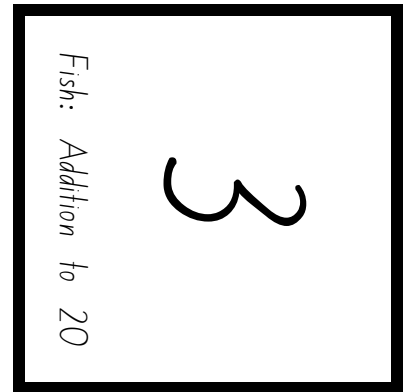
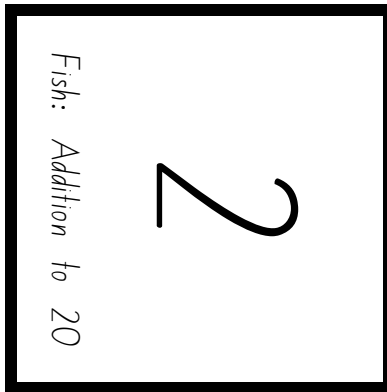
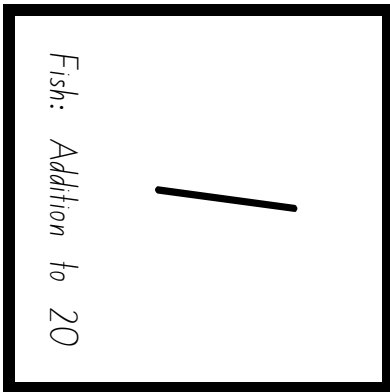
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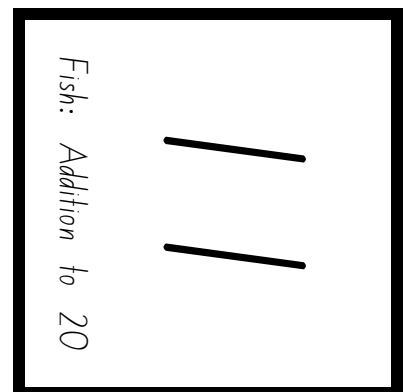
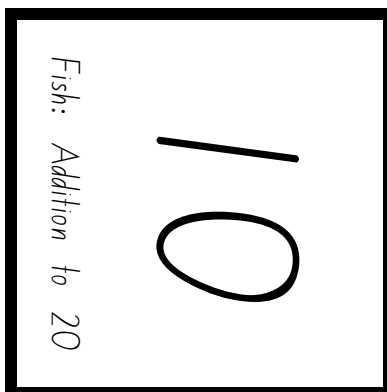
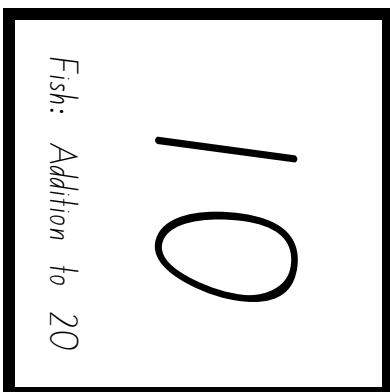
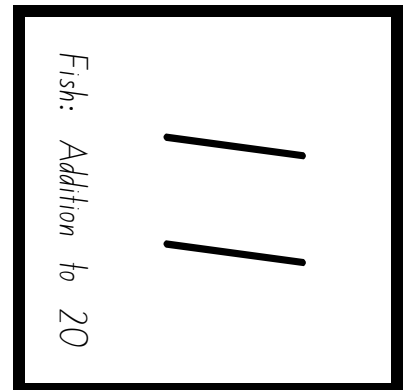
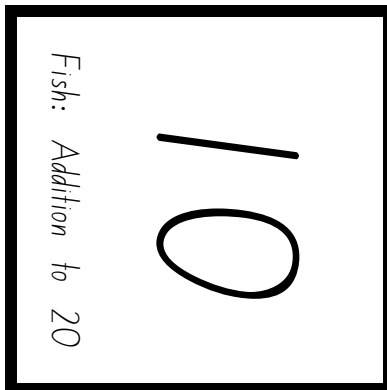
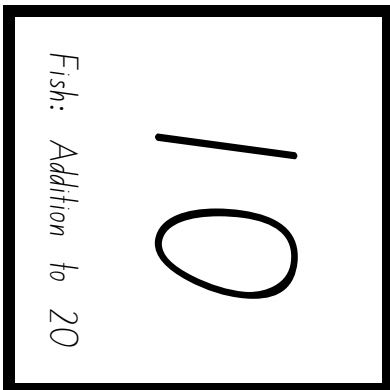
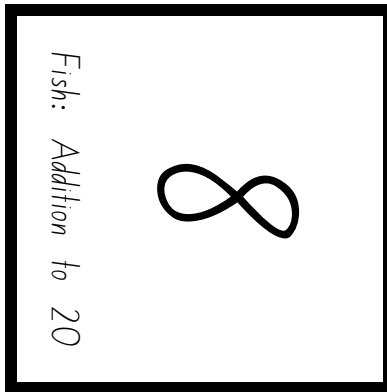
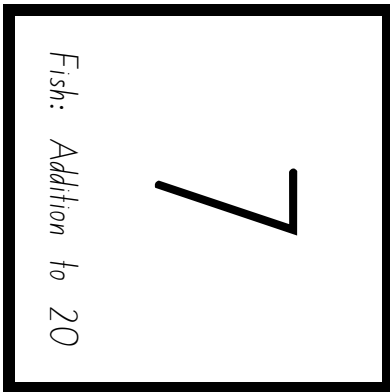
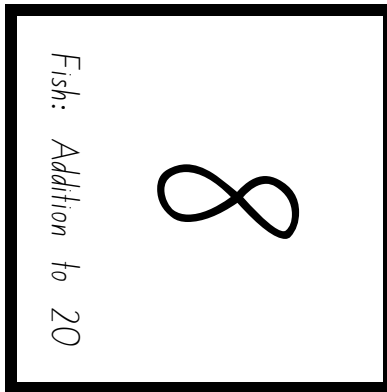
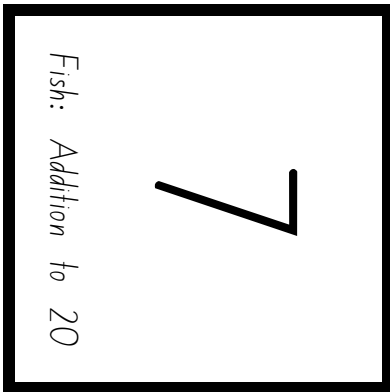
Go Fish (Addition facts to Twenty)

There are 12 number cards below for a game of 'Go Fish' (Addition facts to Twenty). This is the 1st of 4 pages



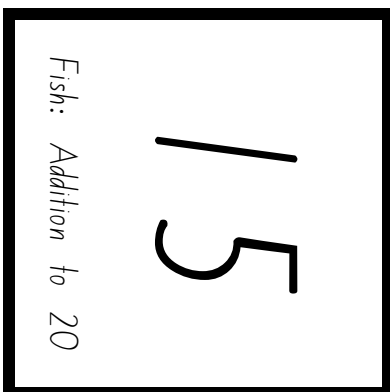
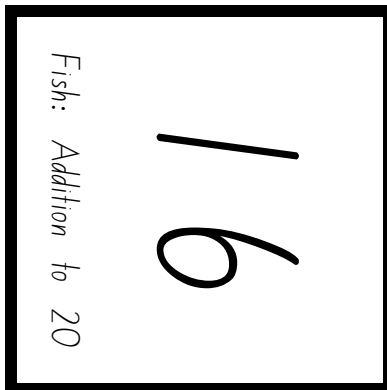
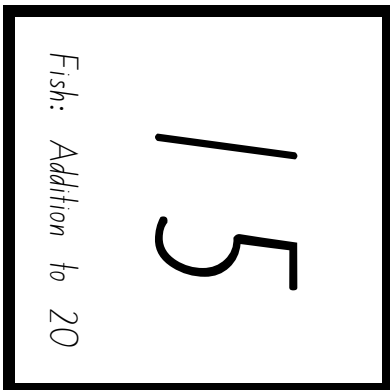
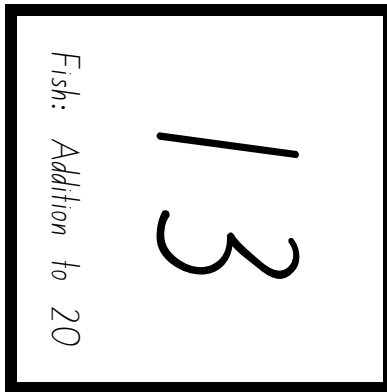
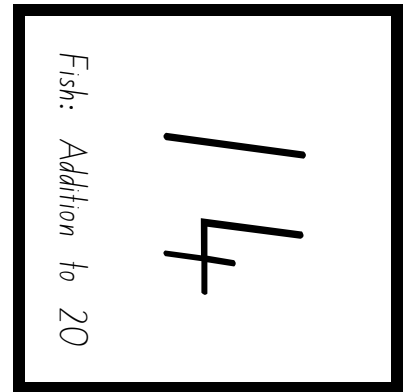
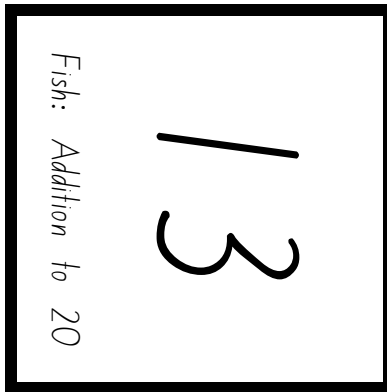
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Go Fish (Addition facts to Twenty)

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Go Fish (Addition facts to Twenty)

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