

# Go Fish!

**Materials:** Deck of subitizing cards with quantities 0-10

## How to Play:

- Deal each player 5 cards. The rest of the deck is then spread out facedown to create a “fishpond” between the players.
- Before starting the game, all of the players put any pairs they happen to have in their hand down and earn a point for each pair.
- Each player gets a turn to ask another player if they have a particular card. For example, on your turn, if you have a card with five dots, you would ask your opponent if they also have a five card. If they have a five, they give you the card. If they don't have a five, they say, “Go fish!” If you get a five from the pond, you put the pair out in front of you. If you don't get a five, you keep the drawn card in your hand. Play continues until all the cards are paired.
- Players get one point for each pair of cards. The player with the most points wins the game.
- You can use chips or a ten frame to keep track of points. One chip for each pair.

## Variation:

One More Than- play with a deck of cards 0-9. Players ask for a card that is one more than a card in their hand. For example, if you have a three card in your hand, then you ask your opponent for a card with four.

## Tens Go Fish

**Materials:** Deck of subitizing cards with quantities 0-10

**How to Play:**

This game is just like regular Go Fish, but with a twist. Instead of matching pairs with the same numbers, match pairs whose sum is ten.

- Shuffle the cards. Deal five cards to each player. Leave the rest face down in the middle of the table as the “fishpond”.
- On your turn, ask for a card that would create a sum of ten with a card already in your hand. (For example, if you have a card with six, ask for a four card.) Your opponent must give you the card if they have it. If they don’t have the card, they say, “Go fish!” and you take a card from the fishpond. If you get a ten-pair, place it face-up in front of you and say the corresponding addition combination (e.g., “8 and 2 make 10”).
- Play until all cards are used up. Players who run out of cards before the fishpond is used up may take two cards from the fishpond to continue playing.
- Note: If a child is having trouble figuring out what card to ask for, have them build a number from their cards on a ten-frame and look to see how many empty squares are left.
- If at a point in the year where writing equations is a focus, after all pairs have been made, children can work together to write a list of equations for 10 (e.g.,  $7 + 3 = 10$ ).