

Wonders Go Fish Game 10

Note to the teacher:

Duplicate the 32 Go Fish Game 10 cards on card stock and laminate for durability. Be sure to play this game with your kindergarteners in small groups (2 or 3) before allowing them to play independently.

The purpose of this game is practice reading "I am a . . ." and to make pairs following the traditional Go Fish rules. Give each child 6 or 7 cards and demonstrate making pairs from the cards in their hands. The first player begins the game by asking another player for a card that matches one in his/her hand. For instance: "Jill, do you have I am a bird?" If Jill does not have that card, she tells the player to "Go fish" from the extra cards. If she does have that card in her hand, she gives it to the player and the next child takes a turn.

The winner is the one with the most pairs or the first one out of cards. It's up to the teacher. Children just love to play and to count the number of cards they accumulate during a game.

Alternative Option: Use the cards to play a concentration memory game.



I am a cat.



I am a cat.



I am a bird.



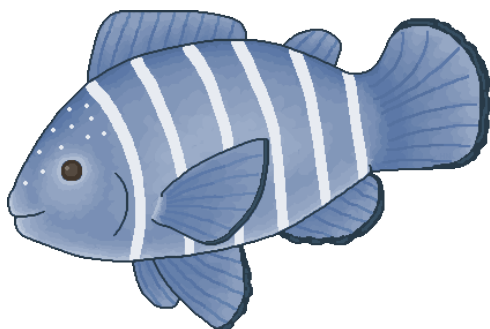
I am a bird.



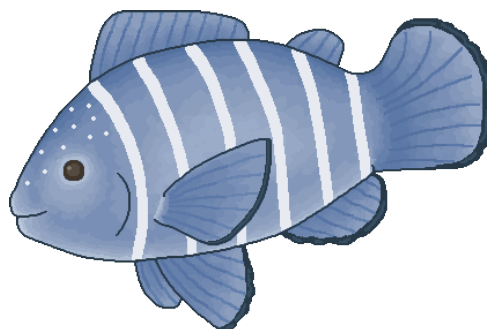
I am a dog.



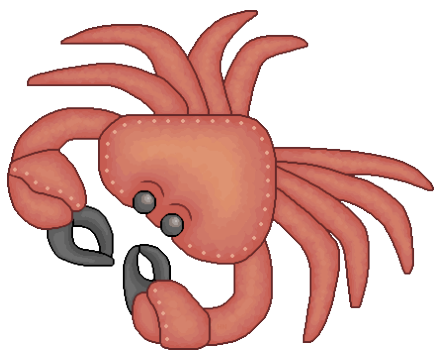
I am a dog.



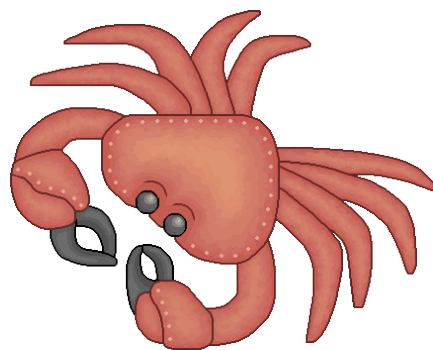
I am a fish.



I am a fish.



I am a crab.



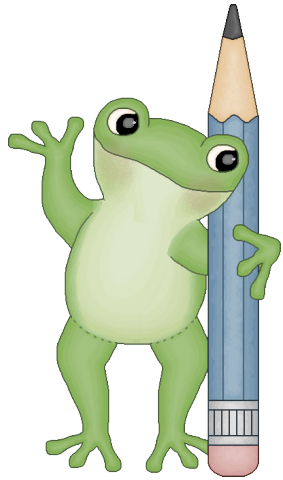
I am a crab.



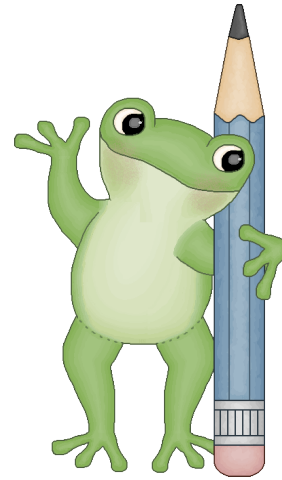
I am a penguin.



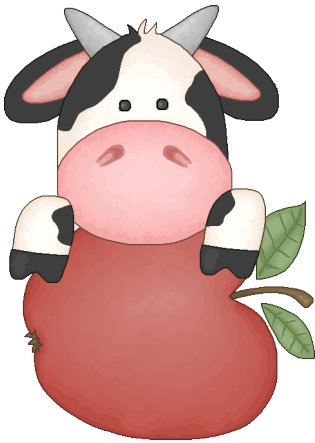
I am a penguin.



I am a frog.



I am a frog.



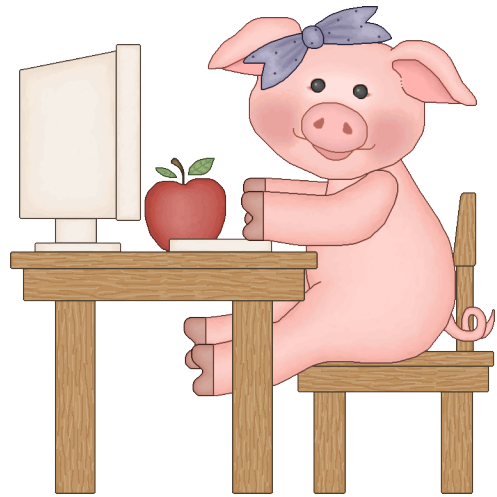
I am a cow.



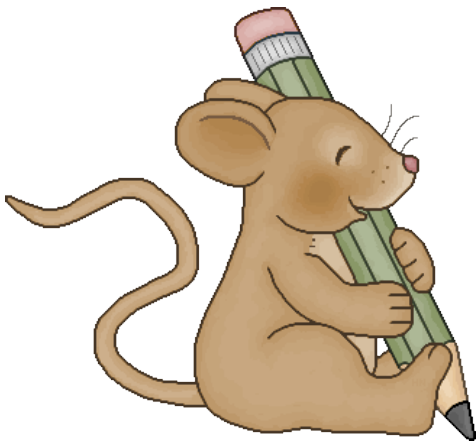
I am a cow.



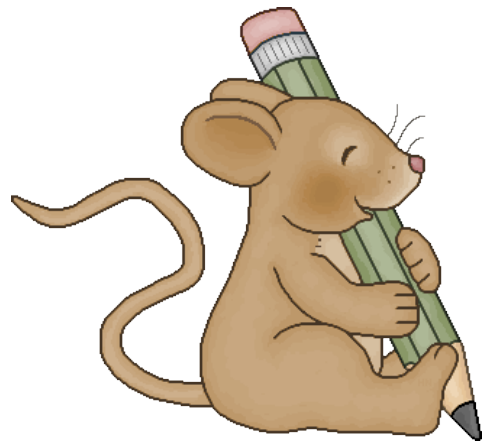
I am a pig.



I am a pig.



I am a mouse.



I am a mouse.



I am a monkey.



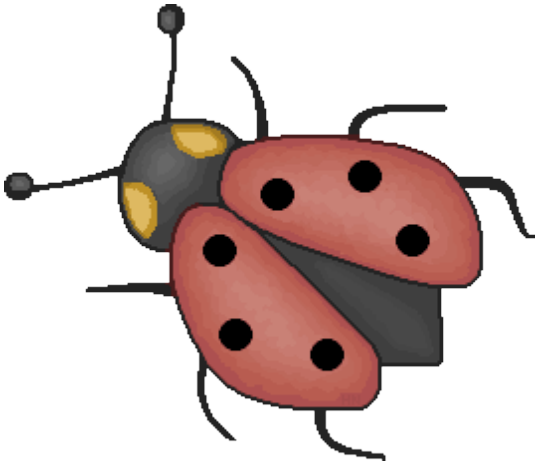
I am a monkey.



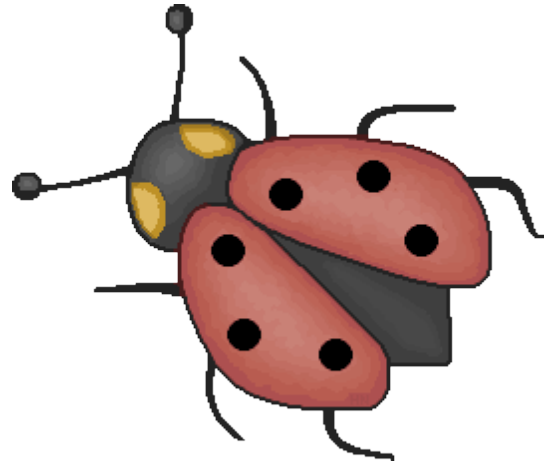
I am a panda.



I am a panda.



I am a ladybug.



I am a ladybug.



I am a bunny.



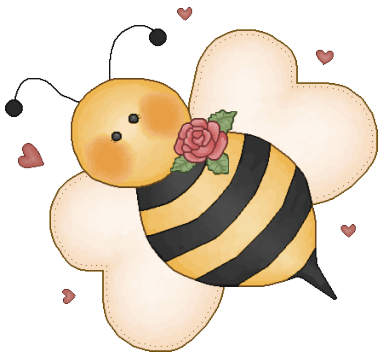
I am a bunny.



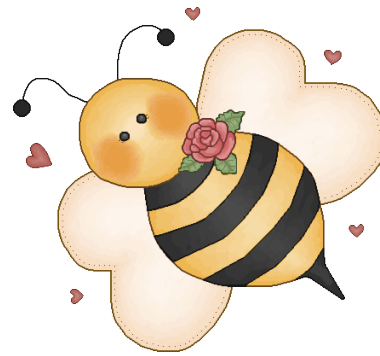
I am a chick.



I am a chick.



I am a bumblebee.



I am a bumblebee.