

K.CC Teen Go Fish

Task

Materials

One deck of cards with the teen numbers (11-19), 4 of each number.

Play

- The students play in a small group of 4 or 5. The cards are shuffled then dealt 6 to each player and the rest of deck is placed face down in center of the group.
 - The goal of the game is to make pairs of cards with the same number. Players start by placing any pairs already in their hand in front of them.
 - The first player chooses a number in their hand and asks another player if they have that number, for example: "Do you have any 14's?" If so, that player gives all cards with that number to the player who asked for it, who places any pairs in front of them. If not, the player asked replies, "Go Fish". The player who asked then takes one card from the middle stack.
 - Play goes around the circle in same manner. Once a player discards all their cards, they draw a card from the middle pile during their next turn and are allowed to ask another player if they have a matching card.
 - Play continues until all cards are used and paired up.
- The winner is the person with the most pairs.



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