

# Go Fish



## 4 Aim of the game:

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

## 31 How to play:

- 38 1. Get a deck of playing cards.
- 45 2. Give each player five cards. Put  
52 the other cards face down in the  
56 middle of the circle.
- 63 3. The first player can ask another  
69 player if they have got any  
74 cards of a certain number.
- 82 4. The other player must give you the  
89 cards if they have them. They will  
97 say 'Go fish' if they do not. You  
104 must then take one from the pile.
- 112 5. Put your groups flat on the table.  
119 The winner is the person with the  
127 most groups at the end of the game.



# Questions



1. Number these instructions from 1–3 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?

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

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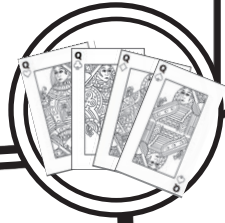
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4. What do you need to do to win the game?

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# Answers



1. Number these instructions from 1–3 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?

**Pupils' own responses, such as: I think they might ask you for the cards so that they can make a group for themselves.**



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

**Pupils' own responses, such as: I think the person might feel upset because they know they might not win.**



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