



Go Fish!

Skill: Rhyme

<u>What you need</u>	<u>Who can play</u>
Printed copy of rhyming pictures (attached) <i>Note: Use these same pictures for Rhyme Chime and Squirrel in a Tree</i>	Child and adult / older sibling

What you do

1. Make a deck of rhyming cards by printing and cutting apart the attached pictures.
2. Shuffle and deal each player 4 or 5 cards. Put the rest of the cards face down on the table. Decide who will go first.
3. The first player names one of the pictures in their hand by saying, "I have a _____." They then ask if the other player has a picture that rhymes with theirs.
4. If the other player has a picture that rhymes, they say, "Yes, I have _____." They then give that card to the first player, who keeps them as a match.
5. If the second player has no match, they say, "No, go fish," and the first player "fishes" a card out of the pile. If the card rhymes with theirs, they keep them as a match. If not, they hold the card in their hand along with the others.
6. The player that runs out of cards first, OR that has the most matches, is the winner.

Other ways to play

1. Turn all of the cards upside down on a table in rows. Take turns turning over two cards at a time to see if they rhyme; if they do, keep them, and if not, turn them back upside down in the same spots. (This is called *Memory* or *Concentration*.)
2. Instead of fishing for a card if your partner doesn't have a match for you, look at all of the upside down cards until you find the one that rhymes with your card. Keep those as a match. This game will end in a tie, so there will be no winner.

Taking it further

1. Name another word that rhymes with each pair that you collect. (Thinking of words that rhyme is a harder skill than saying whether or not two given words rhyme.)
2. Make up stories, poems, songs, or sentences using your rhyming pairs.



