

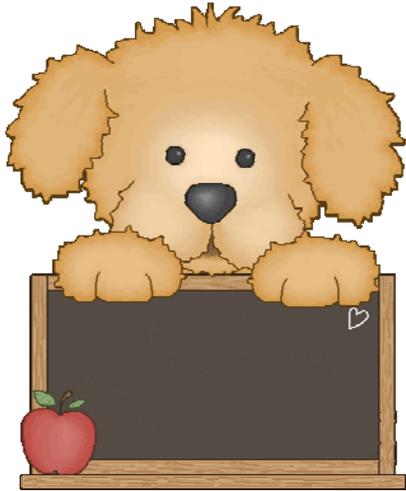
Go Fish Game III

Note to the teacher:

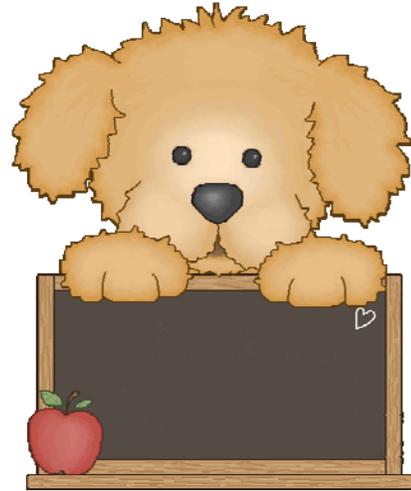
Duplicate the 32 *Go Fish Game III* cards on card stock and laminate for durability. Be sure to play this game with your kindergarteners in small groups (2 or 3) before allowing them to play independently.

The purpose of this game is practice reading "A____can go . . ." 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 A dog can go?" 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.



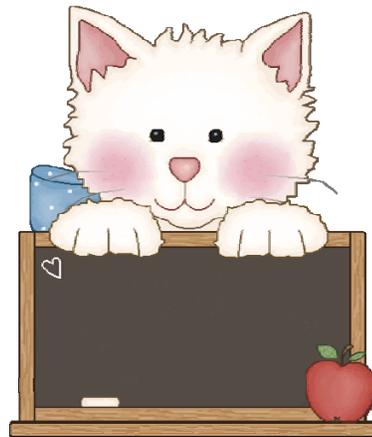
A dog can go.



A dog can go.



A cat can go.



A cat can go.



A pig can go.



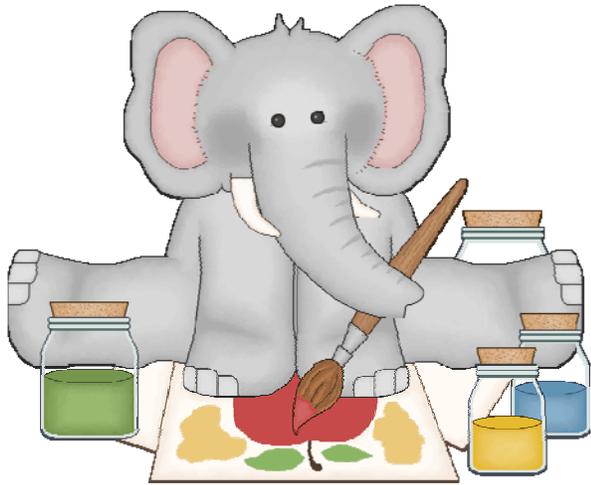
A pig can go.



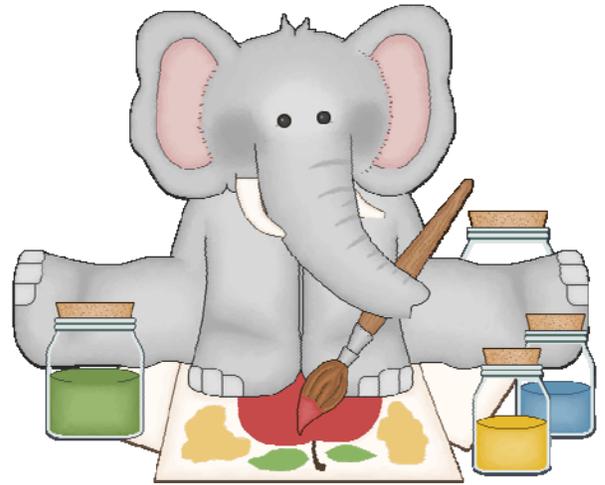
A cow can go.



A cow can go.



An elephant can go.



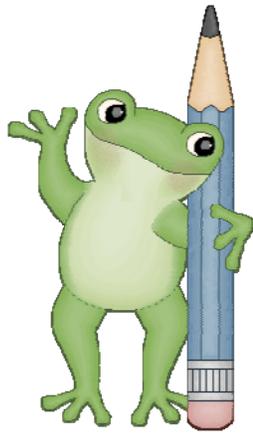
An elephant can go.



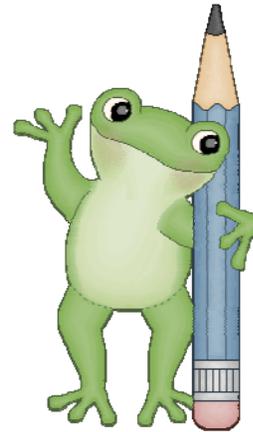
A hedgehog can go.



A hedgehog can go.



A frog can go.



A frog can go.



A monkey can go.



A monkey can go.



A bear can go.



A bear can go.



A mouse can go.



A mouse can go.



A koala can go.



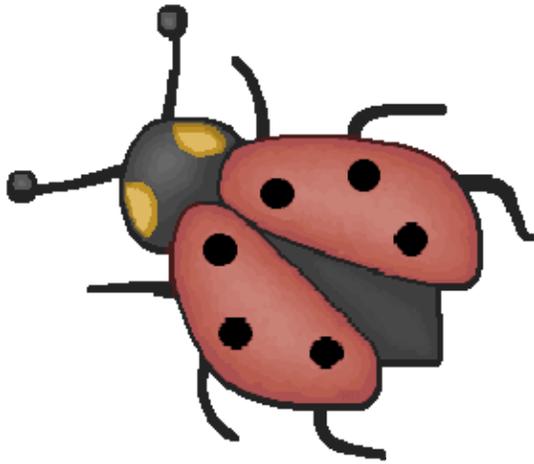
A koala can go.



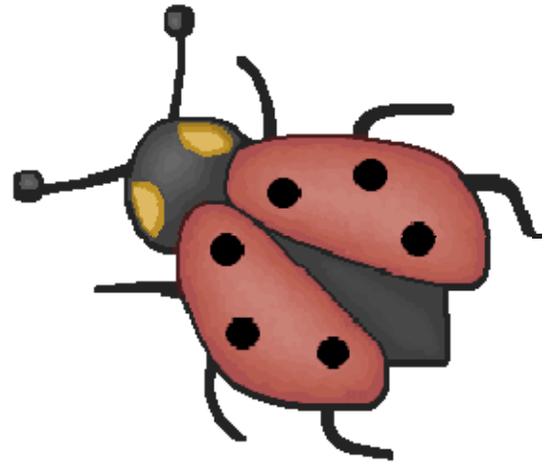
A panda can go.



A panda can go.



A ladybug can go.



A ladybug can go.



A bunny can go.



A bunny can go.



A chick can go.



A chick can go.



A bee can go.



A bee can go.