



# HOW to PLAY GO FISH!

## Directions:

Play in groups of 2-3 students.

Player 1 deals five playing cards to each student in the group. Remaining cards are placed face down and become the "go fish" or draw pile. All students should discretely look at their cards.

Begin with a specified student (youngest, longest hair, most siblings, etc.) and continue to the left. Player 1 has the option of either laying down a pair already in his/her possession *or* asking one player for a card that when paired with his/her own card equals exactly ten.

If the other player has the card Player 1 asked for, he/she must give it to Player 1. Player 1 will lay the "set" (pair adding to ten) to the side. If that player does not have the card, he/she will say, "Go fish." Player 1 will draw from the pile. If a pair can be made, Player 1 may lay it to the side. Any players who lost cards will draw the number of cards needed to keep a total of five cards in their hands.

This pattern continues with each player. Continue until one player runs out of cards.

The player with the most pairs is the winner.

\*Note: Eventually, the draw pile will become exhausted. Continue playing as usual, just without adding additional cards to your hand when you no longer have five. If you need to "go fish" after the draw pile has run out, you simply do not go fish. The game will end when one of the players no longer has any cards in hand.