

## FISHING GAME

This game can be adapted to learn a wide variety of skills.

**Purpose:** Students practice skills by fishing and demonstrating comprehension of what is on the fish. Can be used to practice colors, numbers, the alphabet, shapes, sight words, safety symbols, prepositions and more.

**Materials:** stick, yarn/wire, paperclips, box(es)

**How to make a fishing pole:** You will need something to use as a stick, (for example a ruler, an actual stick, or a paper towel tube) and piece of heavy yarn or string, and a magnet. If you have students that might really struggle with a swinging magnet, you can use a piece of wire instead of yarn.

Tie one end of the yarn to the stick and the other end to the magnet. If your magnet does not have a hole, attach with a glue gun. Make sure that neither the stick nor the string is not too long (shouldn't be more than 12" for elementary school students, and 24" for high schoolers).

**Making the fish:** You can either make your own fish shapes or use the template attached. Attach a paperclip to each fish. Make enough fish so that you can play for several rounds.

**The boxes:** The number of boxes you need will depend on the activity you are doing. For identifying and counting with 1:1 correspondence, you can either have one box per student or one for the group. (If you were doing color identification, use one box per color, etc.) It's a good idea to tape a large visual to the box.

**Playing:** Place the fish right side down so the students can't see what they are catching. Allow each student to catch a fish and identify the number on the back. They would then drop that number of fish into the box while counting with 1:1 correspondence.

