









Something Fishy








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Set Up Directions:

-  Print one copy of **Bobber Playing Pieces**, cut and laminate (page 1)
-  Print one of each page for the **Fish Pictures**, cut, laminate and punch hole (print more if needed-pgs 2a-d)
-  Print one copy of the **Something Fishy board game**. This is on two pages and needs to be trimmed, laminated, and taped together so it can fold in half for storage. Have your players make up a name for the lake. Write the name on the board after it has been laminated then you can change the name for each group.
-  Print one copy of **Fish Question Cards** and turn over and print **Fish Card Backs**
-  There are two blank Fish Question Card templates that you can use to add your own questions. (PDF &Word)
-  Print **Cover Page** and attach to folder or envelope to store your game
-  You will need to purchase a loose leaf ring or fish string for each player.
-  Print **Fish Game Pictures** turn over and print **Fish Card Backs**- use these to play Memory and Go Fish games





Game Directions:

-  Place Something Fishy Question cards on game board.
-  Each player selects a bobber and places it on start.
-  This game does not have an “end or finish” space. You can keep going around as many times as time allows or you have determined.
-  Use a die, spinner or a coin (heads move 2; tails move 1) to move around the board
-  Landing on:
 -  **Draw space:** another player picks the top card and reads the question. If the player answers it correctly they get **2 fish** to put on their ring or stringer. If the player’s answer is incorrect they stay on the space but do not get a fish.
 -  **What is this? /How is it used? space:** the player must either state the name of the item or tell how it is used. The player gets **1 fish** for each correct answer. If incorrect they move back two spaces **or** lose 1 fish. Student answers may vary – accept those you feel meet the objective and are at the player’s level. If another player lands on the same space try to have them use a different explanation.

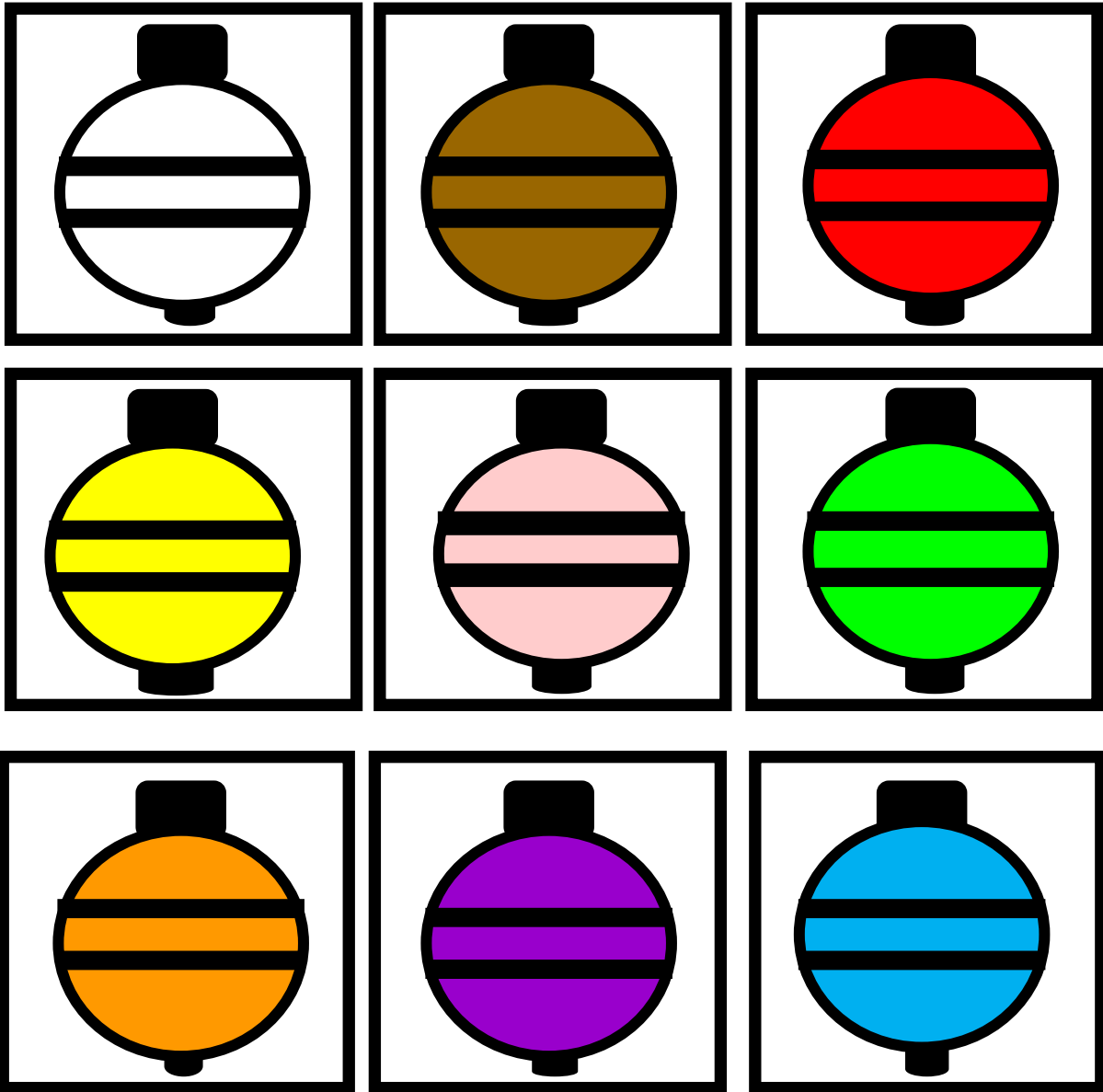
Optional:

-  Players can turn in fish for a fishy treat such as gummy worms, Swedish fish, goldfish crackers, etc.
-  Make a gelatin fish bowl- Use a small clear cup and pour in blue gelatin- add edible fish (uncooked spaghetti works well to push the fish into the gelatin)You can also put jellybeans on the bottom prior to pouring in gelatin.

Game Goals:

-  Use this game to work on articulation carry-over skills.
-  Use this game to work on problem solving skills.
-  Use this game to work on social thinking skills: turn taking, sharing, expected responses when others answer questions, expected responses when player doesn’t know an answer
-  Use this game as part of a Fish Theme unit.

Bobber Playing Pieces for Game- Print one, Cut and Laminate



On the following pages:

Fish Picture Cards- Print, cut, laminate and punch a hole on top of card. Use a loose-leaf ring for each player to hold their fish- some office supply stores have colorful ones or you could use a fish stringer



