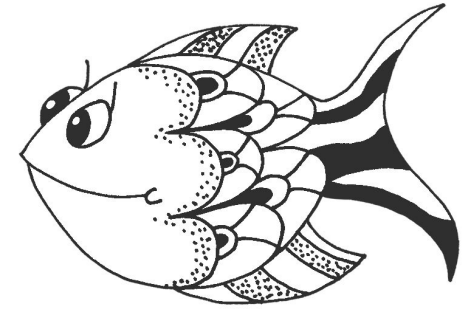




Fishing Game

Instruction sheet



- Step 1** Download and print out the fun fish from our website.
- Step 2** Cut the fish out and decorate them on one side only. Stick them onto card and cut around the fish to make them firmer.
- Step 3** Decide on the spellings you are going to focus on in the game, e.g. CVC (consonant/vowel/consonant) words like 'cat' or the /sh/ as in this word ship. You can choose any level the reader is working on e.g. alternative spellings (ai, ay, a-e) or even suffixes (nation, station etc).
- Step 4** Stick a post-it note on the blank side of the fish with the words the child will need to read. If you write 1 word then the fish will be worth 1 point. If you write 2 words the fish will be worth 2 points, etc. Secure the post-it note with a paper clip.
- Step 5** Make a fishing rod for each player with a pencil/ruler or any utensil you can tie a string or piece of wool to, and a magnet attached at the other end.
- Step 6** Put the fish in a box or container. This will be the 'pond'. Players take turns to shut their eyes and fish out a fish. They then need to read the words on the fish they catch with their fishing rod. The player counts points according to the number on the fish and add them up. The winner is the one with most points after all the fish have been fished from the pond.

These fish can be reused by changing the words on the post-in notes attached to them.

- Step 7** An extension activity: each player must try to remember how to spell the words on the fish. If they spell them correctly, they get an additional point for each word.

We hope you enjoy this go fishing game!

