

Combinations of Ten “Go Fish”

Materials:

1 deck of cards numbered 1-9 (Aces are played as 1's) well shuffled

Number of Players:

2 to 4

The Object:

To collect the most pairs of cards that equal to ten.

Basic Game Directions:

This game gives students practice with combinations (number bonds) of ten. It is a modified version of “Go Fish.”

- 1) Each player takes five cards; the remaining cards face down in the middle as the “pond.” Before starting, the players check over their hands for pairs that total 10. If a player has a pair that makes ten, they set this pair aside in front of them for everybody to see.
- 2) When all are ready, the first player asks the player on her left for a number needed to complete a pair. If he has that card, he must give it to her, whereupon she receives another turn. If he does not have the number player 1 needs, he says, “Go fish.” Then player 1 takes the top card from the pond stack. If she now has a pair, she turns the pair over. (She does not receive an additional turn even if she picks up a needed card from the dump.) Then her turn is over.
- 3) The second player takes a turn by asking the player on his left for a number card, and so forth.
- 4) When a player runs out of cards, he/she takes five more cards from the pond.
- 5) When the pond is empty, players may ask any player (not only the players on their left) for a card on their turn.
- 6) At the end of the game, when all players have run out of cards, players count up their cards. The player with the most cards wins.

Variation:

“Polite Go Fish” - A player asking for a card must say "please", and a player receiving a card must say "thank you". Anyone who forgets to do this must give back the requested card (if it has been handed over) and the turn passes to the player they were asking. 😊