

1 – Extension Activity for *Earn, Save, Spend & Share*

Specific Outcome(s)

At the end of this extension activity, students will be able to identify the names and values of Canadian coins.

Materials Provided

- Money Go Fish Cards
 - One set for each group of players; each set contains sixty cards

Materials Needed

- Cardstock
- Scissors

Logistics

- Print the Money Go Fish Cards on cardstock 😊
 - Print enough copies for each group of students.
- Prepare the activity for students.
 - Cut out the Money Go Fish Cards.
 - Secure the Money Go Fish Cards with an elastic band.

Procedure

- Divide players into groups of two to four.
- Ask players to sit in a circle with the people in their group.
- Select one player in each group to be the dealer. In addition to being a player, the dealer is responsible for distributing cards to players.
- Give each dealer a stack of shuffled Money Go Fish Cards. Ask them to distribute five cards to each player (including themselves).
- Ask the dealer to put the cards that have not been distributed to players face down in the center of the circle.
- As soon as all the cards are dealt, players can look at their own cards.
 - If any player has a pair of the same cards (e.g., two toonies), they will put the pair in their pile of pairs.
- Once all players in a group set aside their pairs, select one person in each group to be the first player.
- The first player (Player 1) will hold up one of their cards and ask one player of their choice the following question: “Do you have a _____?”
 - If the player who is asked has the card, they must give it to Player 1.
 - Player 1 will then put this pair in their pile of pairs.
 - If the player does not have the card, they will say “Go Fish,” and Player 1 will take a card from the pile in the center of the circle.

- The game continues in a clockwise direction. The game ends when there are no cards left in the center of the circle and when all players are out of cards.
 - Ensure all players have a chance to ask another player for a card.
 - If a player runs out of cards, have them take five cards from the pile in the center of the circle.
 - When there are no cards left, each player must count the number of pairs they have.
 - The player with the most pairs wins the game!











