

Money Go Fish

Extension Activity for *Kindergarten Reads or Earn, Save, Spend & Share* presentations

Grade Level:

Kindergarten - Grade 1

Learning Objective:

This extension activity, along with the *Kindergarten Reads or Earn, Save, Spend & Share* presentations, should help students:

- Increase their familiarity with the names and values of Canadian coins

Materials Needed:

- *Money Go Fish Cards* (1 set for each group of players. Each set contains 60 cards)
- Bristol board
- Glue
- Scissors

Game Preparation:

1. Using scissors, cut out the *Money Go Fish Cards* along the solid black border.
2. Glue a piece of Bristol board behind the *Money Go Fish Cards* so they are not transparent.
3. Using scissors, cut along the perforated lines of the *Money Go Fish Cards*.
4. Stack the *Money Go Fish Cards* facedown one on top of the other and shuffle them.
5. Divide players into groups of 2-4.
6. Ask players to sit in a circle with the people in their group.
7. 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.
8. Give the dealer the stack of shuffled *Money Go Fish Cards*. Ask them to distribute five cards to each player (including themselves).
9. Ask the dealer to put the cards that have not been distributed to players face down in the center of the circle.
10. 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 (i.e. two toonies) they will put it in their pile of pairs.
11. Once all players in a group set aside their pairs, select one person in each group to be the first player (Player A).

Playing Instructions:

1. The first player (Player A) will hold up one of their individual cards and ask one player of their choice “Do you have a _____?” If the player who is asked has the card, they must give it to Player A. Player A will then put this card in his/her pile of matched cards. If the player does not have the card, they will say *Go Fish* and Player A will take a card from the pile in the center of the circle.
2. The game continues in a clockwise direction making sure all players have a chance to ask another player for a card.
3. If a player runs out of cards, they can take 5 cards from the pile in the center of the circle.
4. The game continues until there are no cards left in the center of the circle and all players are out of cards.
5. When there are no cards left, each player must count the number of pairs they have.
6. The player with the most pairs wins the game.