Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Go Fish**

**Lowercase Letters**

Instructions:

1. With three to six players, deal five cards to each player. With two players, deal seven cards to each player. All remaining cards are placed face down in the draw pile.

2. Choose a player to go first. Play will then proceed to the right.

3. On your turn, ask a player for a specific letter. You must already have one card with that letter in your hand. For ex.: “Betty, do you have any As.”

4. If the player you ask has any cards with that letter, he must give all of his cards with that letter to you.

5. If you get one or more cards from the player you asked, you get another turn. You may then ask any player for any letter you already hold, including the same letter you just asked for.

6. If the player you ask does not have any cards with that letter, she says “Go fish.” You then draw the top card from the draw pile.

7. If you draw a card with the letter you asked for, you say “Fish, fish, I got my wish.” You show that card to the other players and you get another turn.

8. If you draw a card that does not have the letter you asked for, you keep the drawn card, whatever it is. It then becomes the next players turn.

9. When you collect a set of four cards with the same letter, you have made a book. You immediately show your book to the other players and place it face down in front of you.

10. Go Fish continues until either someone has no cards left in their hand or there are no cards left in the draw pile.

11. The players then name their letters and count their books. The winner is the player who has the most books.

Variation: If a player runs out of cards, he draws the number of cards he started with from the draw pile. When the draw pile runs out of cards, keep playing until all cards have been made into books of four. When there are no more cards in the draw pile, no one says “Go Fish.” If you ask someone for a card she doesn’t have, it becomes the next players turn.

Copyright © 2015 (Kindergarten Klassroom Konnection). All Rights Reserved.