

Fishing for Abbreviations

Objective

To recognize and use common abbreviations

Players

2–8

You will need

52 or more index cards, and pencils and paper

Before playing

- On index cards, copy the words and abbreviations shown. Make one card for each spelled-out word and another for its abbreviation. To make the game more challenging, make cards for words and their abbreviations in addition to those listed.

Route	Rte.	Apartment	Apt.
Boulevard	Blvd.	Mount	Mt.
Avenue	Ave.	Junior	Jr.
Street	St.	August	Aug.
Road	Rd.	November	Nov.
Mister	Mr.	California	CA
Doctor	Dr.	District of Columbia	D.C.
Honorable	Hon.	Wednesday	Wed.
Corporation	Corp.	Friday	Fri.
Company	Co.	Texas	TX
Incorporated	Inc.	Post Office	P.O.
Georgia	GA	Police Department	P.D.
Missouri	MO	miles per hour	mph

How to play

- This game is similar to “Go Fish.” The dealer shuffles the index cards, deals five to each player, and places the remainder of the cards facedown, spread out in a “fish pond.”
 - The object of the game is to collect pairs consisting of a word and its abbreviation. First, each player lays down any pairs he or she already has. Players then take turns asking each other for cards that match those in their hands.
 - There are two ways to ask other players for matching cards, depending upon whether the card needed is an abbreviation card or a word card:
 - Abbreviation card needed: If Player X has the *Police Department* card, he or she asks Player Y for the matching abbreviation card by writing *P.D.* on a sheet of paper and showing it to Player Y. If Player X writes the abbreviation incorrectly, Player Y does not have to turn over the matching card or reveal that he or she is holding it.
 - Word card needed: If Player X has the *P.D.* card, he or she asks for the match by saying: “Player Y, do you have the *Police Department* card?”
 - If a player has the card requested, he or she gives it to the player who asks for it. If not, he or she says, “Go fish!” The requesting player then draws a card from the fish pond. If he or she still does not get a match, the turn passes to the next player. A player who gets a match takes another turn.
 - The game ends when all the cards have been paired. If a player runs out of cards, he or she draws five more from the fish pond.
- Choose one student to be the dealer.