

**Spelling
Game****Go Fish****Players:** 2**You need:** fish shapes from page 131 (copy, mount on tagboard, and cut out), metal paper clips, yardstick, heavy string, small magnet**How to play:** Tie the magnet to one end of the string. Tie the other end of the string to the yardstick. Then attach a paper clip to each fish shape. Place the fish on the floor, printed side down, so they are not touching.

1. The first player uses the fishing pole (yardstick) to catch one fish by touching the magnet to a paper clip.
2. The second player removes the fish and reads the word aloud for the first player to spell. If the word is spelled correctly, the player who caught the fish keeps the fish. If the word is misspelled, the player “throws back” the fish.
3. Players take turns until all the fish have been caught. The player with the most fish wins the game.

Other ways to play this game: Trace the fish shape to make additional fish that feature rhyming words with the same spelling patterns as the spelling words (suggestions: *same, tame, save, cave, cake, shake, rake, gate, plate, cape, tape*). Children fish to see who can catch the most rhyming pairs.

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