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# Spelling “Go Fish” Card Game Instructions

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To prepare the game, follow these steps:

1. Split up the 52 blank cards among your group members so everyone has more or less the same number of cards to prepare.
2. Using colored pencils (so you can't see through the cards), make a card for each of the 52 words on the Spelling Patterns Chart. Decide as a group who will make which cards. If there are four people in your group, each person should take one word from each of the four-word sets on the chart.
  - Write each word on a separate card in large, clear letters in the middle of the card. If there are related words listed in parentheses, write them on the card, too.
  - Write the definition in smaller letters under the word, using a different color.

How to play the game:

1. This game is very similar to “Go Fish.” The object of the game is to collect sets of four cards that have the same spelling pattern.
2. A player who collects four cards with the same spelling pattern receives four points. An additional point is awarded for each word the player is able to spell aloud correctly.
3. Players may refer to the Spelling Patterns Chart throughout the game (except when spelling aloud).
4. Pick one player to be the dealer. The dealer mixes up the cards and deals five cards to each player. The remaining cards are placed face down on the table.
5. The player on the dealer's left starts by asking a specific person for a specific word card. For example: “Julie, do you have the card conceive?” Julie has to give the player that card if she has it. (If another player has the card, he or she does not say anything.)
6. If the request is successful, the same player continues, asking any player for another card.
7. If a player is asked for a card and does not have that card, he or she tells the requester to “Go Fish.” Then the requester takes a card from the top of the deck. If it happens to be the card that was just requested, the player can continue playing. Otherwise it's the next person's turn (go around the circle to the left).
8. When a player has collected a set of four cards, he or she
  - shows it to the other players
  - reads each card aloud (the word and its definition)
  - reads the example sentence for the word from the chart
  - states what spelling pattern the four words have in common
9. When putting down a set, a player may attempt to spell each of the four words aloud to the rest of the group, without looking (only one chance is given). Each set is worth four points, and each word spelled correctly is worth one additional point, so a player can obtain up to eight points for each set.
10. The dealer keeps track of each player's points.

**Scoring:** When no more sets can be put down, whoever has the most points wins.

**Example of a card:**

<p style="text-align: center;"><b>Perceive</b> To become aware of through the senses</p>
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