

Fishing for Contractions!

A game for 2-4 players.

You Need: • Word Cards

How to Play:

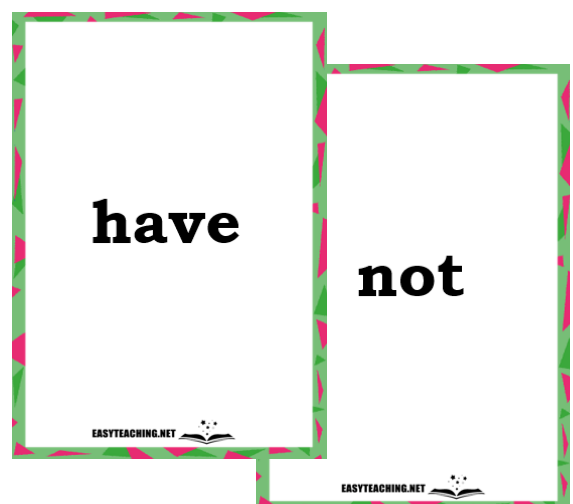
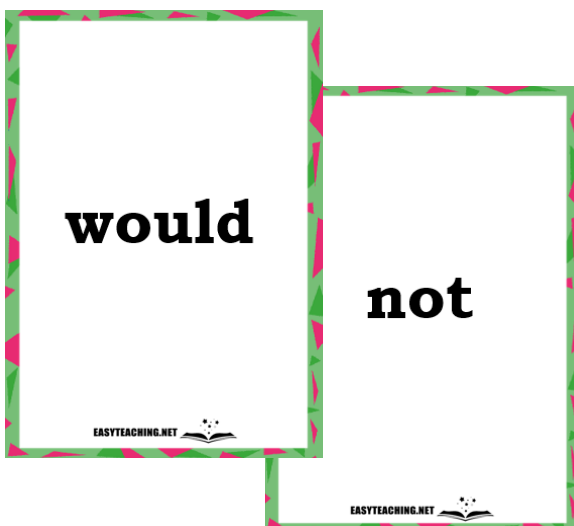
1. The cards are shuffled and each player receives 7 cards. The rest of the cards are scattered out face down to form the fishing 'pond'.
2. Before play starts, players look through their cards to find any matches. Matches are two cards that form a contraction. Matches are placed together face up so other players can see.

For example, 'would' + 'not' form the contraction 'wouldn't'.

3. Player 1 then asks another player for a specific word card.

For example, if Player 1 has the word 'can', they may ask the other player, "Do you have 'not'?"

4. If the other player has the word card, they must give it to Player 1. If they don't have the card, they say, 'Go fish!' and Player 1 picks up a card from the 'pond'.
5. The game is over when one player runs out of cards OR there are no cards left in the 'pond'. The winner is the player who has made the most contraction pairs when the game finishes.



would

would

would

would

would

would

would

will

will

will

will

will

will

will

not

not

not

not

not

not

not

is

is

is

is

have

have

have

EASYTEACHING.NET 

have

EASYTEACHING.NET 

are

EASYTEACHING.NET 

are

EASYTEACHING.NET 

are

EASYTEACHING.NET 

has

EASYTEACHING.NET 

has

EASYTEACHING.NET 

am

EASYTEACHING.NET 

do

EASYTEACHING.NET 

did

does

I

I

I

I

you

you

you

you

EASYTEACHING.NET 

he

EASYTEACHING.NET 

he

EASYTEACHING.NET 

he

EASYTEACHING.NET 

he

EASYTEACHING.NET 

she

EASYTEACHING.NET 

she

EASYTEACHING.NET 

she

EASYTEACHING.NET 

she

EASYTEACHING.NET 

we

we

we

we

they

they

they

it

it

that

<hr/> 	<hr/> 	<hr/> 
<hr/> 	<hr/> 	<hr/> 