

Resource Guide 78251 Spectrum Go Fish:

R78251

Spectrum Go Fish

Use our technical precise names for each color, or create your own descriptive words!

Color Key: #1. Red, #2. Red-orange, #3. Orange, #4. Yellow-orange, #5. Yellow, #6. Yellow-green, #7. Green, #8. Blue-green, #9. Blue, #10. Blue-violet, #11. Violet, #12. Red-violet, #13. White, #14. Black

Go Fish Instructions:

Spectrum Go Fish is a color matching game. The objective of the game is to get the most four-of-a-kind sets of any player.

The Dealer:

Any player can start by dealing one card to each player face up. The player with the lowest number on their card is the dealer.

The dealer shuffles the cards. When two or three people are playing, each player gets seven cards. If four or five people are playing, each player gets five cards.

The remaining cards are placed face down on the table in a deck.

The Game:

Imagine three people are playing, Suzanne, Juan and Heinrich. Suzanne deals the cards. Because Juan is sitting to her left, he begins the game. Juan looks directly at Heinrich and asks, "Do you have any Yellow Fish?" or "Do you have any 5's." If Heinrich has one or more of the yellow fish cards with the number 5, he must hand them over to Juan. When Juan gets all four yellow cards, he lays them down on the table face up. If Heinrich doesn't have any yellow fish cards, he says "Go Fish!" and Juan must pick up a card from the pile and Heinrich, sitting to his left, gets a turn.

When a player runs out of cards, he or she picks up five new cards from the pile on their next turn and continues.

The game finishes when all fourteen four-of-a-kind sets are laid down on the table. The player with the most four-of-a-kinds wins.

Black Flap Instructions:

Black Flap can be played by two or more players.

The dealer shuffles the deck and deals cards, one by one, face down to each of the other players until the entire deck is used. Players do not look at their cards: They remain face down in a pile.

The Game:

The player to the left of the dealer lifts his top card and places it in the center of the table. The player to his left then places the top card from her pile on top of the first card. This continues with each player revealing a card from his or her pile as quickly as possible on the center pile.

When a black card is placed on top of the pile, any player can Flap the pile. This means she places her hand over the black card. This quick player then picks up the pile and shuffles them into her pile.

The winner is the player who collects all of the cards in his or her pile.

Color Concentration

Play this with two of each colored card.

Shuffle the cards and lay them face down in a grid pattern on a table top.

The first player flips over two cards to reveal their hidden colors. If the two colors match, the player collects the cards and gets another turn. If the cards do not match, the player must turn them face down. The next player then gets a turn to flip over two cards.

This continues until all cards are collected by the players. The player with the most matching pairs wins.

Other Ideas:

1. Shuffle the deck and ask a student to sort the cards by color.
2. Shuffle the deck and ask a student to organize the cards in sequence from 1-14 in four piles.
3. Ask a child to toss the entire deck into the air and let them flutter onto the floor. Direct children to pick up the cards in groups by color or number.