

Fishing Game Instructions (For Teachers)

Young Learners: Magnetic Fishing Game

Materials Needed

- Toy fishing rods with magnets
- Sea creature cutouts
- Laminator
- Metal paper clips



Preparation

1. Print and cut out sea creature cards.
2. Laminate each card for durability.
3. Attach a metal paper clip to each laminated card so it can be caught by the magnetic rod.
4. Spread the “fish” on the floor or in a small pool/tub.

How to Play

1. Give each student a magnetic fishing rod.
2. Place the sea creatures in the “fishing area.”
3. Students take turns “fishing” for creatures using the magnetic rod.
4. Students can collect the fish and practice simple language such as:
 - “I caught a __!”
 - “Look, a fish/starfish/crab!”



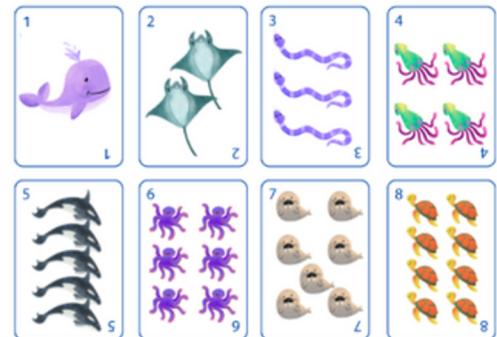
Older Learners: Fish Comparison Card Game

Materials Needed

- Numbered sea creature cards (numbers 1–20 recommended)
- 3–4 copies of each number (total deck: 60–80 cards)

Preparation

1. Print sea creature cards with number
2. Prepare a full deck of 60–80 cards (3–4 copies of each number 1–20).
3. Shuffle the deck well.



How to Play

1. Pair students or put them in small groups.
2. Deal 6 cards to each student.
3. Students must always keep 6 cards in their hand.
 - After each round, if a student has fewer than 6 cards, they draw from the deck until they return to 6.
4. Students choose a comparison category:
 - “Which is stronger?”
 - “Which is weaker?”
5. Each student selects one card from their hand and places it face-up at the same time.
6. Compare the numbers:
 - If the category is stronger, the higher number wins.
 - If the category is weaker, the lower number wins.
7. The winner of the round takes all played cards.
8. Continue until the deck and hands are finished.

The student with the most cards wins.

Language Practice

- “Which is stronger/weaker?”
- “I choose this card.”
- “Mine is stronger/weaker.”
- “I win!”
- “Let’s play again!”

