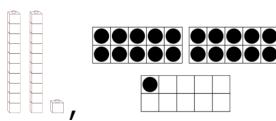
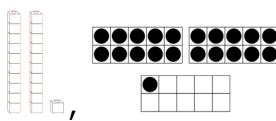


PLACE VALUE GO FISH PROCEDURES

K-2nd Grade Mathematics

How to play:

1. Shuffle the Place Value Go Fish Cards and deal 7 to each player.
2. Place the rest of the cards face down in the middle.
3. The player to the left of the dealer goes first.
4. If a player has 4 cards showing the same number (see example below), place them down in front.

Example: 21, 2 tens 1 one,  

5. Ask another player for a number (example: "Do you have 21?").
 - o If the other player has it, they give it to the asking player.
 - o If not, they say "Go Fish!" and the asking player draws a card from the pile, ending the turn.
6. Once a player has 4 of the same number, they put them down in front of them.
7. If a player runs out of cards, they pick 1 from the pile.
8. Play until all cards are gone. The player with the most sets of 4 wins.