

TENS GO FISH PROCEDURES

K-2nd Grade Mathematics

How to play:

1. Shuffle the Tens Go Fish cards and give 5 cards to each player. Leave the rest of the cards in a stack face down to make the fish pond.
2. Player A: Lay down any number pairs in your hand that make a 10, then ask Player B if they have any cards that would make a 10 with any of your remaining cards.
*Example: If you have a 1, you may ask, "Do you have any 9s?"
 - a. If Player B has the card, they must give it to you.
 - b. If Player B does not have the card, they say "Tens Go Fish!" and you draw a card from the stack.
 - c. If you draw a card that matches the one you asked for, add it to your card to make a 10 and lay the pair in front of you.
 - d. Record the number pair equation on your recording sheet.
3. Player B: Follow the steps that Player A took in Step 2.
4. Players A & B: Continue taking turns in this way.
5. The game ends when one player runs out of cards, or when all cards have been drawn from the stack.
6. The player with the most pairs of 10 at the end of the game wins.