HABITAT GO FISH

Young children play Go Fish with cards showing elements of healthy salmon habitat.

OBJECTIVES

- Begin to develop an understanding of what makes healthy salmon habitat.
- Practice playing well with others within the framework of simple rules.
- Practice paying attention.

WHAT TO DO

1. Copy "Salmon Cards" onto cover-weight paper. Make two copies of each of the two pages.
2. Cut each sheet into two strips lengthwise, each 4.25" wide.
3. Cut each strip on the dotted lines to make five cards. You will have a deck of 40 cards, four each of 10 components of healthy salmon habitat.
4. Show the children an example of each habitat card and read the text for them. Explain how to use the cards to play Go Fish. Play a few rounds to demonstrate.
5. Add the habitat cards to the children's play options.

NOTES

Some of your children may already know how to play Go Fish, so let them play it the way they are accustomed to. The number of cards in this deck works well for up to four players.

A typical way to play is to deal each player five cards and put the remainder face down in the middle of the table. One player starts by asking any other player for a certain card. The other player hands over all that he or she has of that card. The first player continues to ask as long as he or she is successful. If the other player doesn't have that card, the first player must "go fish" by taking a card off the top of the pile. When all the cards in the middle of the table are gone OR a player runs out of cards, the player with the most sets of four wins.

You may speed the game by collecting just two of a kind.

A file folder propped on the table makes a screen for children not yet able to hold all their cards; they can arrange their cards on the table behind the screen.

If your children have a favorite habitat song or book, use it to point out how their cards about salmon habitat are related.
TREES
LOGS
ROCKS
BUGS
RAIN

BUBBLES
BUSHES
COLD WATER
CLEAN WATER
ROOTS