

Math Go Fish

Math Go Fish is similar to the regular game of Go Fish. Each player gets seven cards and tries to match up pairs. But in this case, they match up the problem with the solution. For example, if a player has a card saying $3 + 4$, then they would ask the other player if they had any sevens (7). If the other player does have a seven (7), then they give it to the player asking for it and that player has a match they lay down. The player with the most matches when someone runs out of cards wins.

All players have to agree the problem matches the solution when two cards are matched up by a player. If there is a disagreement and the two cards do not match, then the card taken from the other player is given back and the play passes to the next player.

If a player has only solution cards in their hand, then they can ask the other players for a problem that would match one of their answers. For example, if a player has an eight (8) in their hand, they could ask a player for several different problems, such as $0 + 8$, $1 + 7$, $2 + 6$, $3 + 5$ or $4 + 4$. For this type of play, it helps to keep track of which problem cards have already been matched in the game.

The deck can be printed off from the above pdf file onto index card thickness paper or printed off on regular paper and glued to 3 x 5 index cards. For a longer life to the cards, it is nice to have them laminated or covered in clear shelf paper. There is an optional backing page for the cards. It can be printed off 14 times to match with the 14 pages of playing cards. There are 56 cards in the deck.

Alternately, these cards can also be used to play concentration. All the cards are placed face down between the players. Each player takes turns turning over two cards. If the problem matches the solution, then there is a match and that player gets to keep those two cards and gets another turn. If the cards do not match, then the play passes to the next player and the cards are turned face down again. After a while, the players will remember where a card is that will match the first card turned up in a turn. This is the memory part of the game.

Go Fish

Topic	Info
How many players	2-6
The deck	Single deck, no jokers
Different versions	This game may be played to look for pairs of cards or for four of a kinds. The younger players may enjoy playing for pairs more than looking for sets of four.
Deal how many	Deal seven cards to each player.
How to play	<ol style="list-style-type: none"> 1. The play starts with the player to the left of the dealer. 2. The player looks at his cards and asks any of the other players if they have one of the cards he has in his hand. 3. If the other player does have the card, then that player must hand all of that card to the one who asked for it. 4. Once the cards are handed to the player who asked, then that player pulls out the pair or four of a kind and takes another turn. The pairs or sets of four are put aside until they are counted in the end of the game. 5. If the other player does not have the card requested, then that player says, Go Fish! 6. The player who did the asking then draws a card from the pile and the play continues with the next player.
How to win	Once a player is out of cards in their hand, count how many pairs or four of a kinds each player has. The player with the most wins.