

Let's play! Fishing game: Numbers 1–10

What you need

scissors, pen

fish template (following)

A4 paper

coloured pencils and various art materials

thick black marker

paperclips

magnetic fishing rod (attach a magnet on the end of the fishing line)

What to do

1. Cut out the fish template (following).
2. Trace around the template onto A4 pages folded in half.
3. Cut out two fish shapes at a time by keeping the paper folded and cutting around the traced shape. Ensure there are enough for each student playing the game to have three fish.
4. Use a thick black marker to write one number (1–10) on each fish.
5. Place a paperclip on the 'mouth' of each fish.
6. Set up the fishing game by spreading the fish in a 'pond' on the floor.
7. Ask students to catch three fish (one at a time) with different numbers on them.
8. Help the students to:
 - read the numbers on each fish
 - draw a set of items on each fish to match the numbers
 - arrange the fish in order from smallest to largest number.



