

16.

Gone Fishing

Level: Grades K-3

Time: 10 minutes

Number of
Players: 1 or 2

Objective: To see who can catch the most fish and set them with the correct answer in a given time.

Materials: 24 fish (more or less), small magnet tied with a string to a stick, 4-litre ice cream pail

Procedure: Make fish various colors, except for 3 that should be a different color from the others. Laminate. Using a wipe-off felt marker, put answers on the 3 different fish. Put number facts that equal the answers on the remaining fish and attach a paper clip to each one. Place these fish into the pond.

Variations: Can be adapted for addition, subtraction, multiplication, or division.

