

# Lesson Plan

## Go Fish!



### Time Needed:

30 minutes

### Materials:

- *Natural Inquirer* Scientist & Engineer Cards, available for order at <http://www.naturalinquirer.org/Scientist-Card-Ordering-Page-v-155.html> or download at <http://www.naturalinquirer.org/Scientist-Card-Series-v-168.html>.

Students will play a version of Go Fish! with the NI scientist and engineer cards, forming sets of 4 scientists in the same field. The first player with 5 sets of 4 cards each is the winner!

### Prep

Deal 7 cards to each player. Place the remaining cards face-down in the center of the table. This will be the draw pile.

### Procedure

Choose who will begin as fisher. That player will ask the player to their left if they have any cards with a particular kind of scientist (for example, "Do you have any wildlife biologists?"). If that player has one, they must pass it over to the fisher. If they have more than one, they only have to pass one of that type. If they have none of that type, they say, "Go Fish!". The fisher then draws a card from the draw pile.

If a player "fishes their wish" from either another player or the draw pile, they may continue their turn by asking the next player in the circle for a card, and so on, until they do not receive or draw a card they are asking for. Play then continues to the next player in the circle.

When a player has 4 cards of the same specialty (like wildlife biologists, soil scientists, entomologists, etc.), they will lay their set of 4 in front of them. The first player to make 5 sets wins the game.

### Specialty Cards and House Rules

Some specialties are more unique and may not have four to make a set. For these cards, players may assemble a set of 4 by matching these specialty cards with others that seems related in a logical way. In order to play their set, they must present their four cards and explain how those four go together. If their logic is accepted by the group, the set may stand.

Other specialties have many cards, such as "ecologist" or "forester". For an easier game, any of these type can be combined to make a set of 4 (like two wildlife ecologists and two forest ecologists). For a harder game, restrict sets to specialties of the same type (like only wildlife ecologists can make a set).

You may also want to set up house rules to allow for other variations, like choosing different characteristics to make sets - like general area of research, school graduated from, pictures with animals or pictures with a tool, researcher's focus, etc. These may help tailor the game to different age groups as well.

House rules may also change the hand size, procedure when "fishing their wish", and the number of sets needed to win the game.