

ACTIVITY WRITE-UP

Name of Activity: Go Fish

Type of modality	Card game
Type of play	Shared Cooperative
Interaction pattern	Inter- group
# of participants required	Best for 3-6 participants, but possible for 2 participants.
Equipment/supplies	52 card deck.
Facilities required/environment	On a floor or table.
Precautions	

Directions

1. Dealer deals 5 cards to each player. (7 each if only 2 players.)
2. Remaining cards are placed face down to form a stack
3. Player to dealers left starts first.
4. Player will ask only one of the other players for a specific rank. (“ Jess, Do you have any kings.)
5. Player that is asking must hold at least one of the cards they are asking for.
6. If the player that was asked (Mary) has any of the cards that was asked, she must then give all her cards of that rank to the player whom asked for them.
7. The player who was asked then gets a turn to ask any player for any rank that they are holding in their hand.
8. If a person does not have the asked rank, they say “Go Fish!” The asker then draws the top card from the stack. If the card is the rank asked for, the asker shows it and then gets another turn. If the asker does not draw the card they asked for, the asker keeps the card and the turn passes to the person who said “Go Fish!”
9. When a player collects all 4 cards of the same rank, they show the cards and place them face down.
10. The game continues until someone has no cards left in their hand or the stack runs out. The winner is the player who then has the most collected ranks.

Activity Analysis

Category	Skills
Primary body position	Sitting

Part of the body required	Upper body.
Movement	Carrying in hands, grasp, picking up, putting down, reaching, sitting, turning or twisting hands or arms,
Physical	Bilateral integration, crossing midline, fine muscle coordination, motor control, active range of motion: upper extremities,
Cognitive	Arousal/ alertness, sustaining attention, calculation, categorization, cognitive flexibility, concept formation, concentration, decision making, initiation, intellectual knowledge, memory, recognition, sequencing, strategy, thought,
Social	Heterogeneity, homogeneity, interpersonal interactions, maintaining social space, physical contact, regulating behavior, social conduct, social cues, showing respect and tolerance.
Perception	Auditory, Visual, Tactile
Communication/language	Reception to spoken language, reception of written language, reception of body language, reception of signs and symbols, expression of spoken language.
Self-care	N/A
Psychological/emotional (possible)	Joy, guilt, anger, frustration.

How to Simplify the Activity

1. If this game needed to be simplified you add asking the suit. 2. Player could go until they get the card they asked for. 3. Player could ask all players instead of just one player for cards.

How to Make the Activity More Complex

1. Ask for a specific card rather than asking for card in the same rank. 2. Disqualify players who run out of cards instead of ending the game when one player runs out of cards.

Other Comments