

## Purpose & SOL

- The students will identify words that rhyme by playing an active game of “Go Fish”.
- Language Arts K.4b, 1.4a

## Materials

- 2-4 sets of rhyming pairs of picture cards printed out. You may find it helpful to have the word with the picture <http://www.teacherspayteachers.com/Product/Rhyming-Picture-Cards-with-Printables-428723>
- Bag or basket for cards
- Cones

**Length**  
20 min.

## Introduction

Review the rules of Go Fish. Explain that instead of “fishing” for words in the center of your circle, you will “swim” to the cone with the basket of words. Lead groups of students to the basket and back doing different swimming strokes (free, breast, butterfly, back). Do this until all students have had an opportunity to move.

## Implementation

## Sort

1. Divide the team into 2-4 groups. Have each group stand or sit in a circle.
2. Give the bag or basket to each group and instruct each child to take 1-2 cards. Keep the cards “hiding” so your classmates can’t see. There should be cards remaining. Put these in the bag or basket on the other side of the room next to a cone.
3. The first student will say, “I have fun”. The student with the matching rhyme will say, “I have sun”. They put the cards in a pile in the center of the circle. And the next student goes.
4. If no student in the circle has the matching rhyme, the first student must “swim” to their cone and pull a card. While the student is “swimming” the team will say “GO FISH!” and swim in place.
5. The next student in the circle will go.
6. Continue play until all rhyming cards are matched.

## Cool Down

Reach up to the sky and swan dive forward, folding your body in half and reaching for your toes. Repeat this 3 times.

## Modifications

As an added challenge, have students think of other words that rhyme with the cards. Active “go fish” can be played with other topics like sight words, math facts, and vocabulary words.

