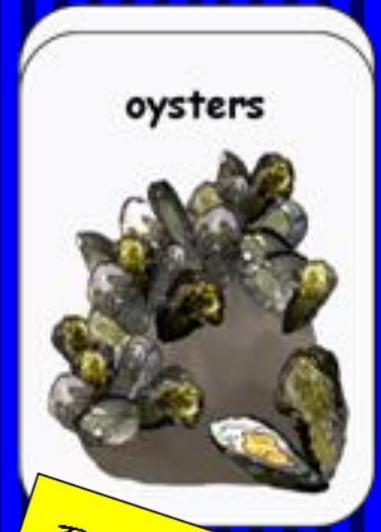


Colonial Natural Resources Go Fish Game



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Colonial Resources Go Fish Game



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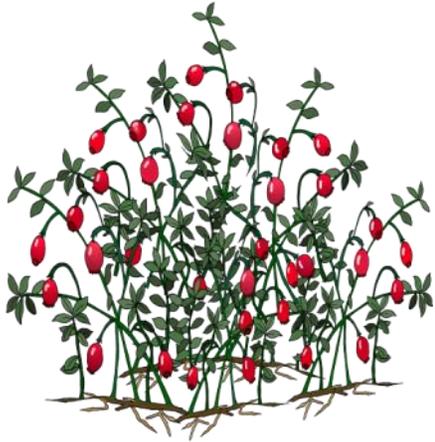
Sandie Flynn

48 cards with
labels and images
for playing
"Go Fish" and
other activities.

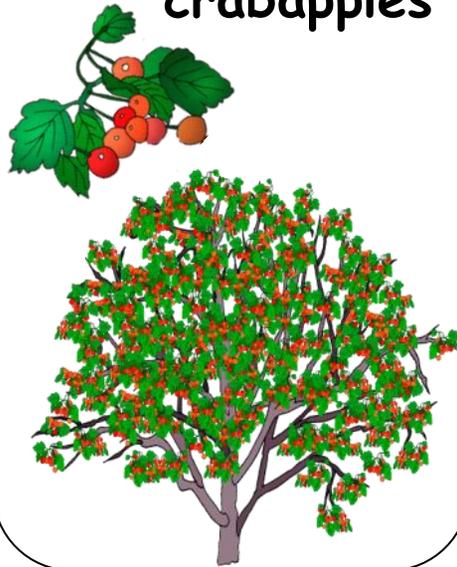


Directions Included

cranberries



crabapples



stones



wild onions



sassafras



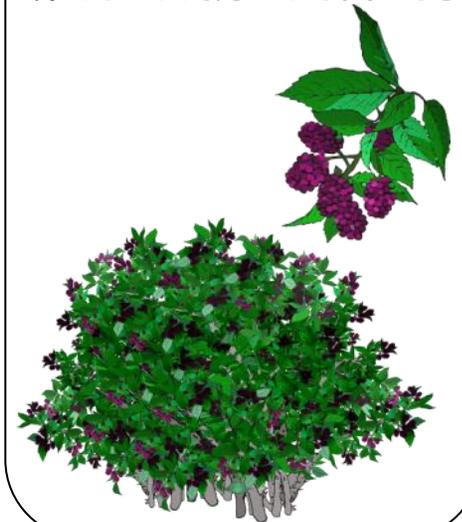
squirrel



Canada geese



wild blackberries

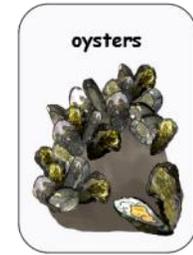


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Settling the New World Colonial Natural Resources Go Fish Game



All Grades

Objective: Students will identify some of the resources the early European colonists used in the New World. They will name some of the plants and animals the colonists brought with them, and make judgments about why those items were selected.

There are 48 different cards used to play the game “Colonial Natural Resources Go Fish”. Items the settlers brought to the New World with them are on a tan background. Native items are on a white background. This set of cards can be used with all grade levels.

Preparation:

1. Print page 1 on cover stock, single sided. Make as many sets as you wish. (I recommend one set / 3-4 students.)
2. Print pages 2-7 single sided on cover stock. Make 2 sets for each game you want to make. Print page 8 on the back of pages 2-7 so the images won't show through.
3. Laminate, and cut apart.
4. Use the title image (above left) to label a zipper baggie or envelope to store the cards at your center or museum.

Uses: Choose activities appropriate to your grade level.

- **Introduce the unit on natural resources:** Explain the rules to “Go Fish.” Divide the students into groups of 3-4 and have them play the game. This will provide background experience and generate interest in natural resources. Students may also become curious about why they are playing the game. (Then add the card sets to your classroom museum or center for free time play.)
- Vocabulary building.
- Print awareness and Word identification.
- Sort by type—animal, plant, mineral; fruit or vegetable; mammal, crustacean, fish; etc.
- Sort by beginning or ending sounds.
- Make rhyming words.
- Use the images to make new verses to “Down by the Bay.”
- Make sentences—choose 2 or 3 cards at random, for ex, crab, cherry, and beaver. Sentence may be “The crab crawled up the cherry tree on which the beaver was gnawing.”
- Spelling practice.
- Separate out the tan cards (the items the colonists brought to the New World with them). Identify qualities those cards have in common. State hypotheses as to why the settlers chose those particular items when they could bring so little.
- Play “Concentration.”
- Play 20 Questions.
- Choose random cards and incorporate them into creative writing activities.



Colonial Natural Resources Go Fish Game Directions

1. Shuffle the cards in the deck.
2. Pass out 5 cards to each player.
3. Set the rest of the cards, picture down, in the mush pot.
4. When it's your turn, ask a player for a card. If you get the card from him, go again. If not, choose a card from the mush pot.
5. When you get a matching card, put both of the cards down in front of you. This is called a “book.”
6. Play until there are no cards left.
7. The player with the most books wins.

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