Fishing Game (1-6)





Thank you so much for choosing this number fishing game. It is ideal for children who are learning how to subitise (identify small quantities at a glance). It also helps children to recognise the numerals I to 6.



For more teaching ideas visit: www.fairypoppins.com



Preparation

- Print, laminate and cut out the fish. Attach a large paperclip to each fish. I like to add some tape to the back to secure each paper clip in place.
 - Print the pre-made buckets for sorting the caught fish or attach the number labels to actual buckets.
- To make the fishing rod, tie a piece of yarn to a small stick or piece of dowel. Then tie a magnet to the other end. Donut shaped magnets are easy to tie yarn to and are available from most education supply stores.

Instructions

- ♥ Game I: Call out a number and the children need to catch the fish with that number of dots.
 - Game 2: Call out a number and the children have to catch the fish with that numeral.
- Game 3: Children catch any fish but they need to say what number they caught and answer the questions like 'how many dots are on your fish?'.

Terms of Use

You are permitted to use these resources for your own classroom use. Please direct anyone to my store or website if they wish to have their own copies of these resources. You can show sample pictures of my resources on your classroom website or blog if you provide a link to my TPT store or website www.fairypoppins.com. Thanks.

Credits

A big thank you to these talented artists for the use of their graphics.



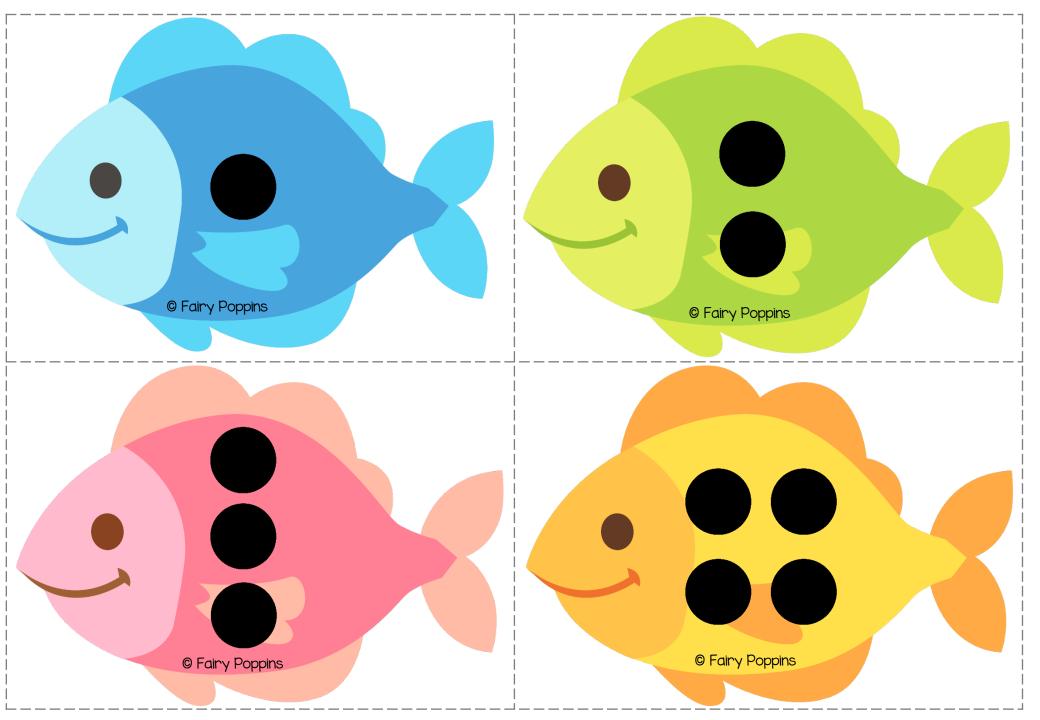
Magic Maker Scraps
Fudgy Brownies
MyCuteGraphics

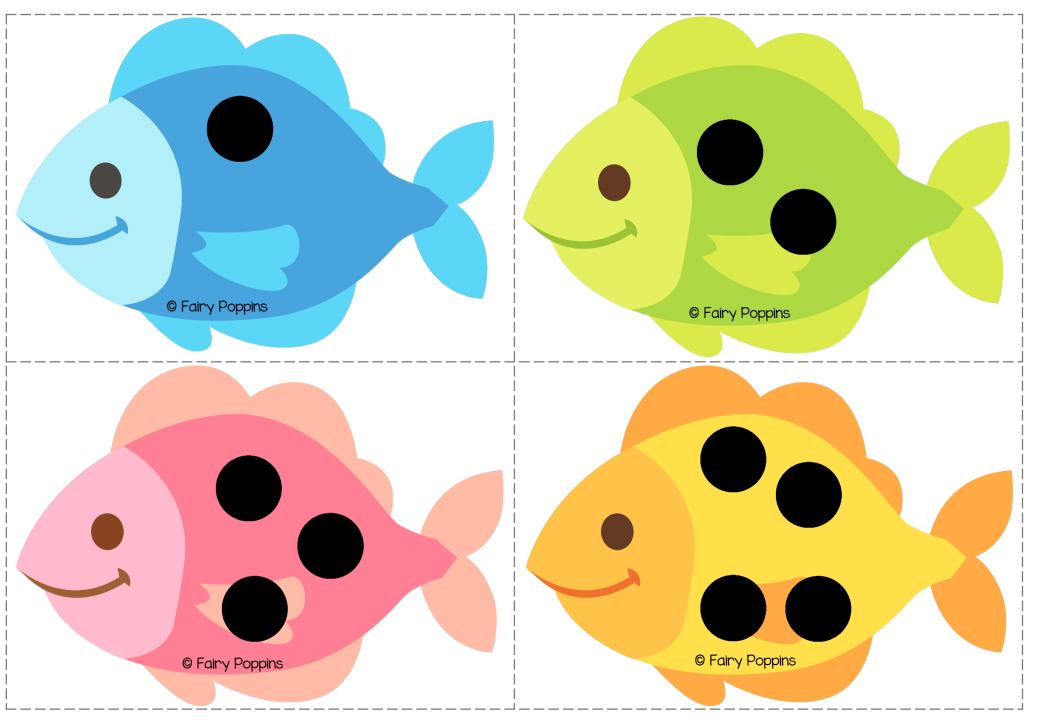


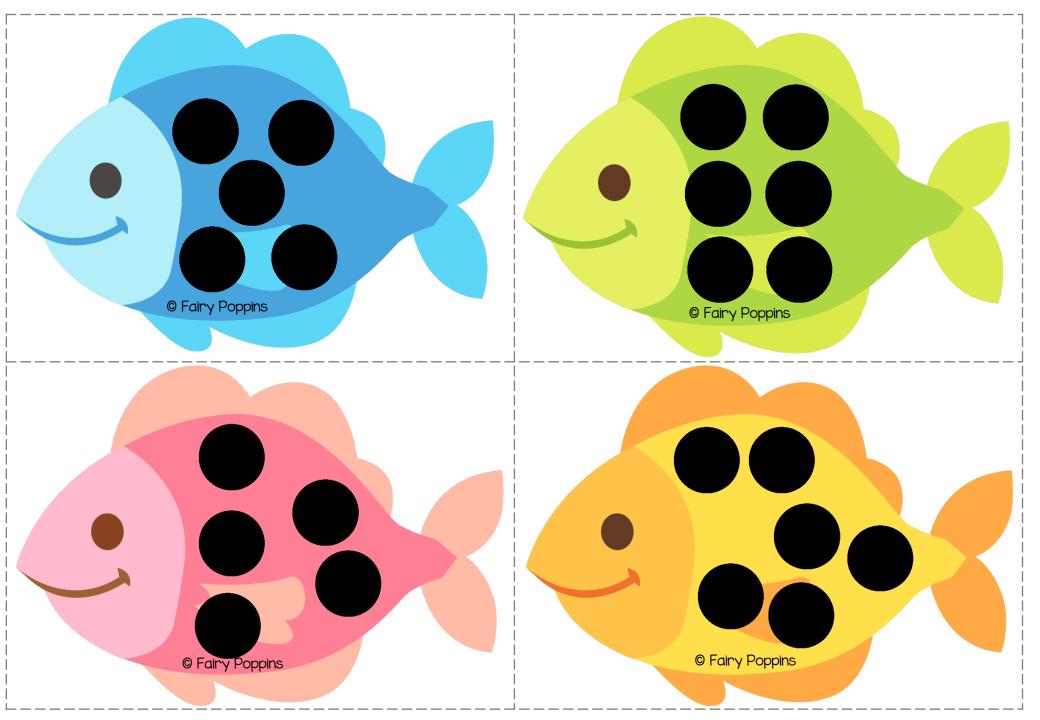


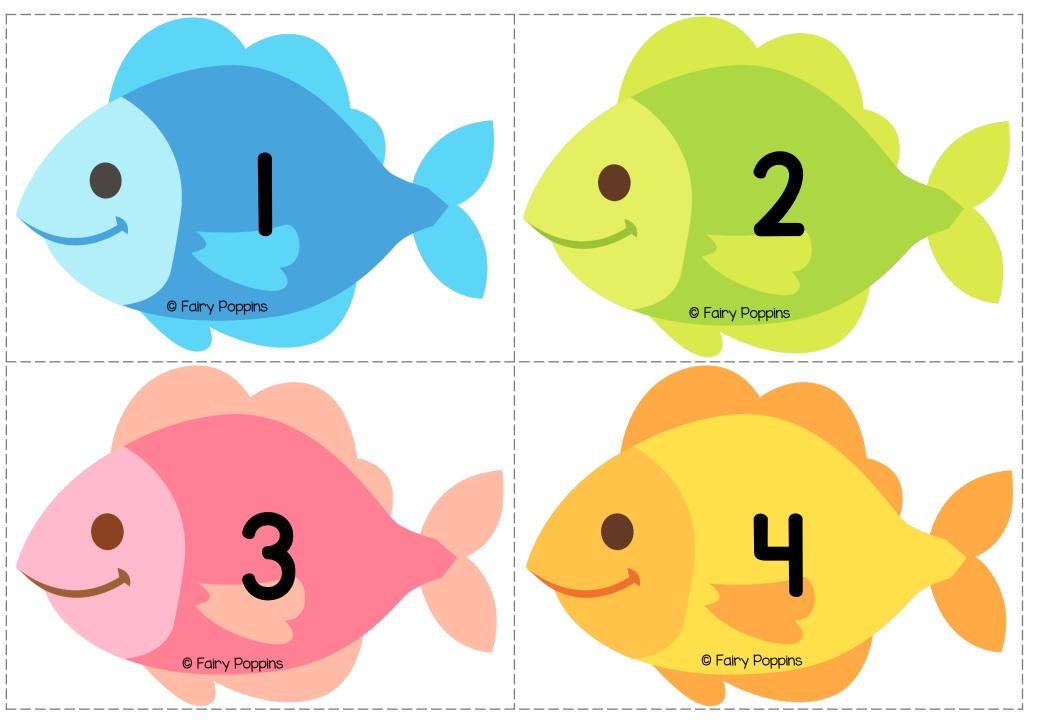


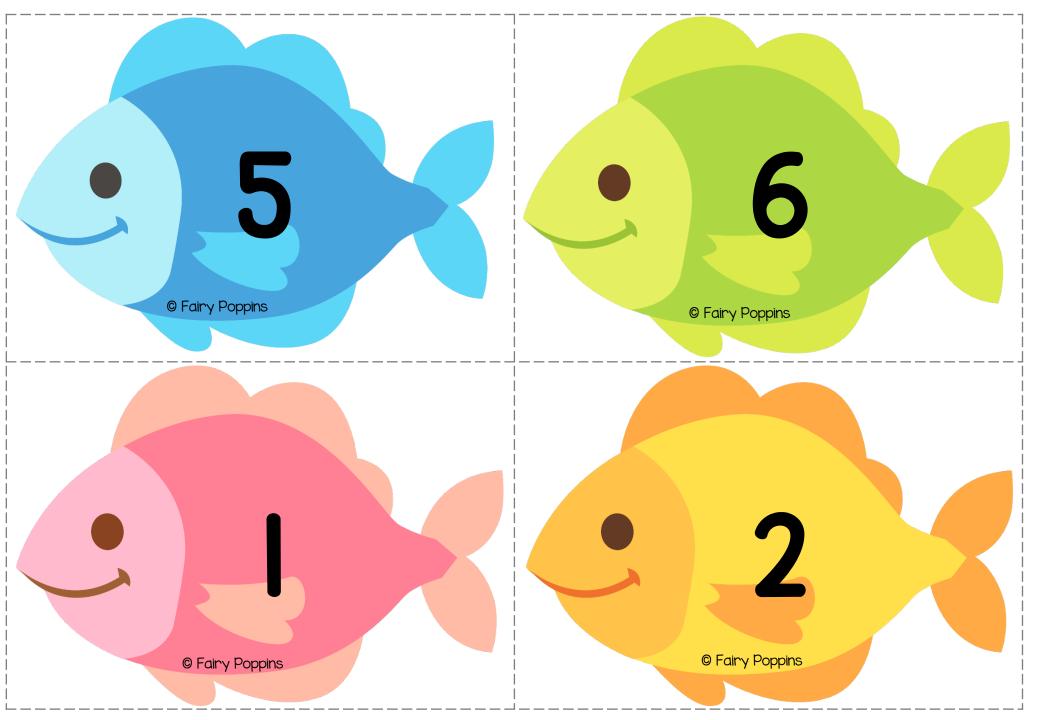


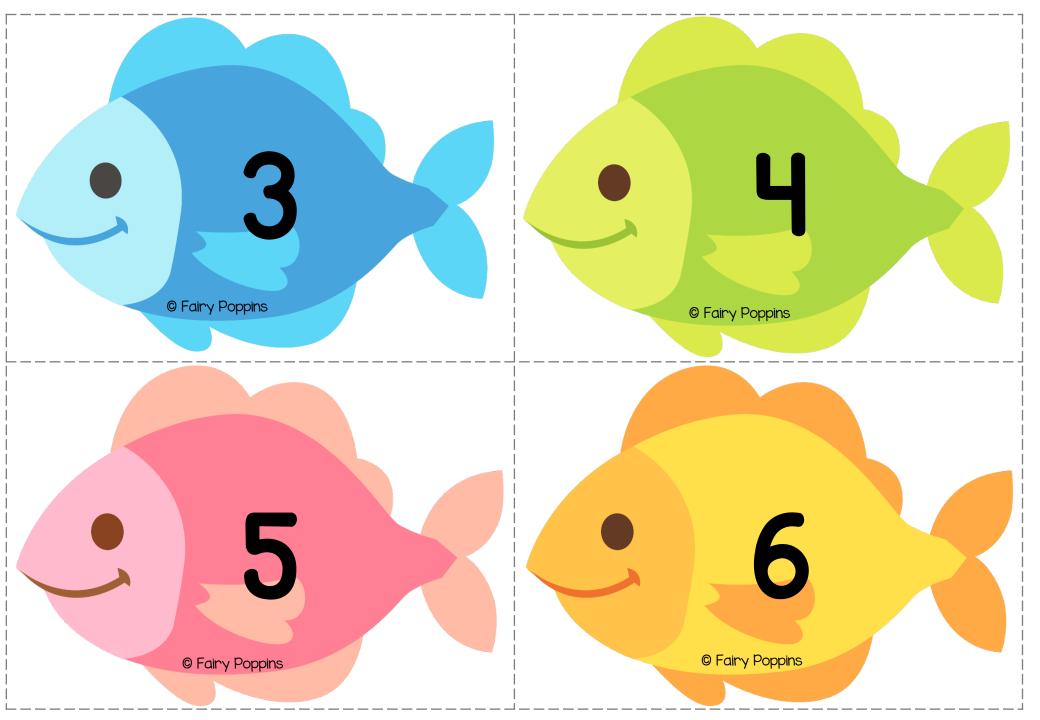


















© Fairy Poppins

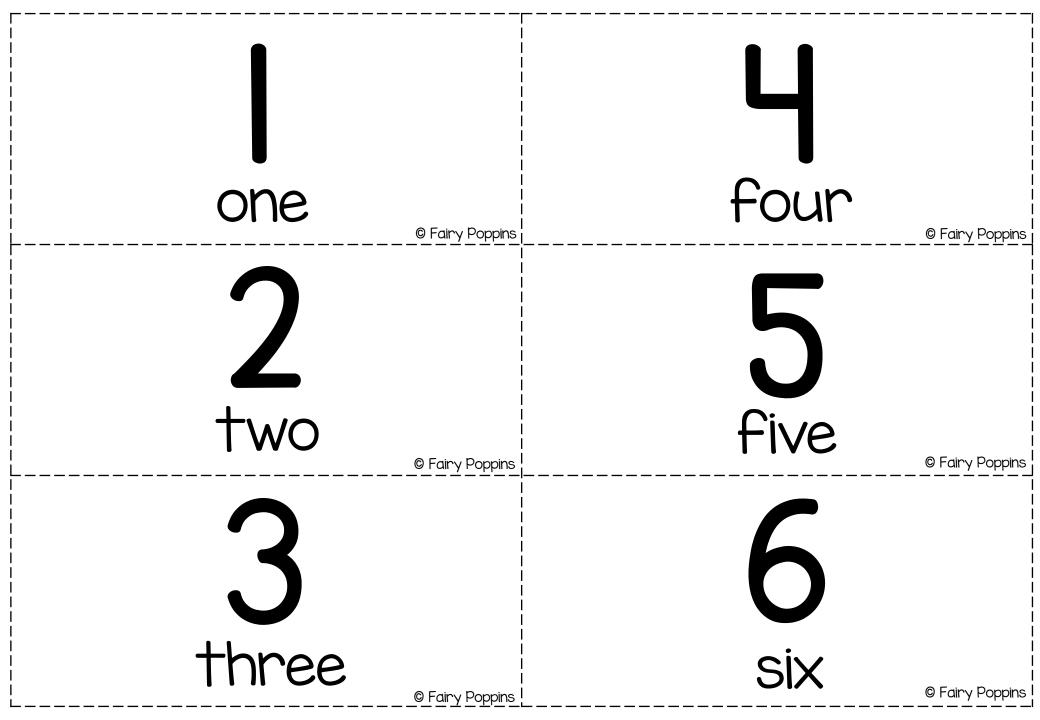
3

four

© Fairy Poppins

five © Fairy Poppins

SİX © Fairy Poppins



You may also be interested in these resources:







