

Number of players: 3-4

Materials: Fishing for Fact Families cards

The object of the game is to collect sets of 4 cards that make a fact

family. Example of a fact family: 8 + 2 = 10

2 + 8 = 10

10 - 8 = 2

10 - 2 = 8

How to play:

- 1. Deal 7 cards to each player. Place the rest of the cards face down in a stack in the center of the table.
- 2. Players take turns asking for cards that will help make a fact family. You may ask any other player. For example: "Andy, do you have a card in the same fact family as 6 + 7 = 13?"
- 3. If the other player has any, he must give them up. Every time you get a card that goes into your fact family, you can ask again.
- 4. Whenever you make a complete fact family (four cards), you lay the cards down face up.
- 5. If the person you asked does **not** have a card that goes in the fact family, he says: "Go fishing for a fact family." Then you draw the top card from the stack.
- 6. It is now the next player's turn.
- 7. When all cards have been played, the player who has the most complete fact families wins.

4	5	9	9
+5	+4	- <u>5</u>	<u>-4</u>
9	9	4	5
4	6	10	10
+6	<u>+4</u>	-6	-4
10	10	4	6
4	7	11	11
+7	+4	-7	-4
11	11	4	7

4	8	12	12
+8	<u>+4</u>	<u>-8</u>	-4
12	12	4	8
4	9	13	13
+9	<u>+4</u>	- <u>9</u>	-4
13	13	4	9
5	6	11	11
+6	<u>+5</u>	-6	- <u>5</u>
11	11	5	6

5	7	12	12
+7	+ <u>5</u>	-7	- <u>5</u>
12	12	5	7
5	8	13	13
+8	+ <u>5</u>	- <u>8</u>	- <u>5</u>
13	13	5	8
5	9	14	14
+9	<u>+5</u>	- <u>9</u>	- <u>5</u>
14	14	5	9

6	7	13	13
+7	+6	<u>-7</u>	-6
13	13	6	7
6	8	14	14
+8	+6	-8	-6
14	14	6	8
6	9	15	15
+9	+	- <u>9</u>	-6
15	15	6	9

7	8	15	15
+8	<u>+7</u>	<u>-8</u>	-7
15	15	7	8
7	9	16	16
+9	<u>+7</u>	- <u>9</u>	-7
16	16	7	9
8	9	17	17
+9	<u>+8</u>	-9	<u>-8</u>
17	17	8	9