

Fishing Game

This fishing game is a classic and can be used across several of our challenge badges. Ready? Let's dive in!

You will need:

- Colouring pens and pencils
- Scissors
- Metal paper clips
- A fishing rod with a magnet on a string
- Floor space to play or an empty paddling pool if you prefer

To make your game:

1. Print this resource on to plain paper. Print as many copies of the templates as you would like to use in your game (see 'To play' for different versions and quantities).
2. Colour in and cut out your sea creatures.
3. Attach one metal paper clip to each of your creatures.
4. Using a length of string, attach your magnet to a length of garden cane to make a fishing rod. The magnet should hang on the end of the line ready to catch your fish.
5. Spread out your creatures on the floor or in your empty paddling pool and get ready to play.

To play:

The Simple version (for use with World Oceans Day and St. Andrew's Day challenges)

Using fish shapes only (approximately 20 in total)

1. Players use their fishing rod to try and catch as many fish as they can in a set amount of time.
2. Points can be written on the backs of the fish so they score different amounts of points; these could be allocated by size, colour or type of fish.
3. The winner is the player with the most fish caught or the most points when everyone has had a go.

The Dolphin Challenge version

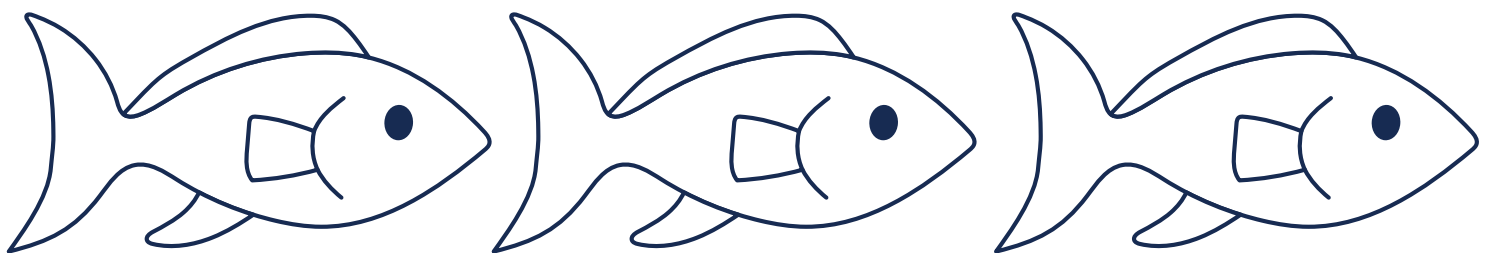
Using fish shapes (approximately 20 in total) AND dolphins (4 or 5 but add more if you want to make it more challenging for older players)

1. Players use their fishing rod to try and catch as many fish as they can in a set amount of time.
2. 5 points are awarded for each fish caught but 10 points are deducted if a dolphin is caught.
3. The winner is the player with the most points when everyone has had a go.

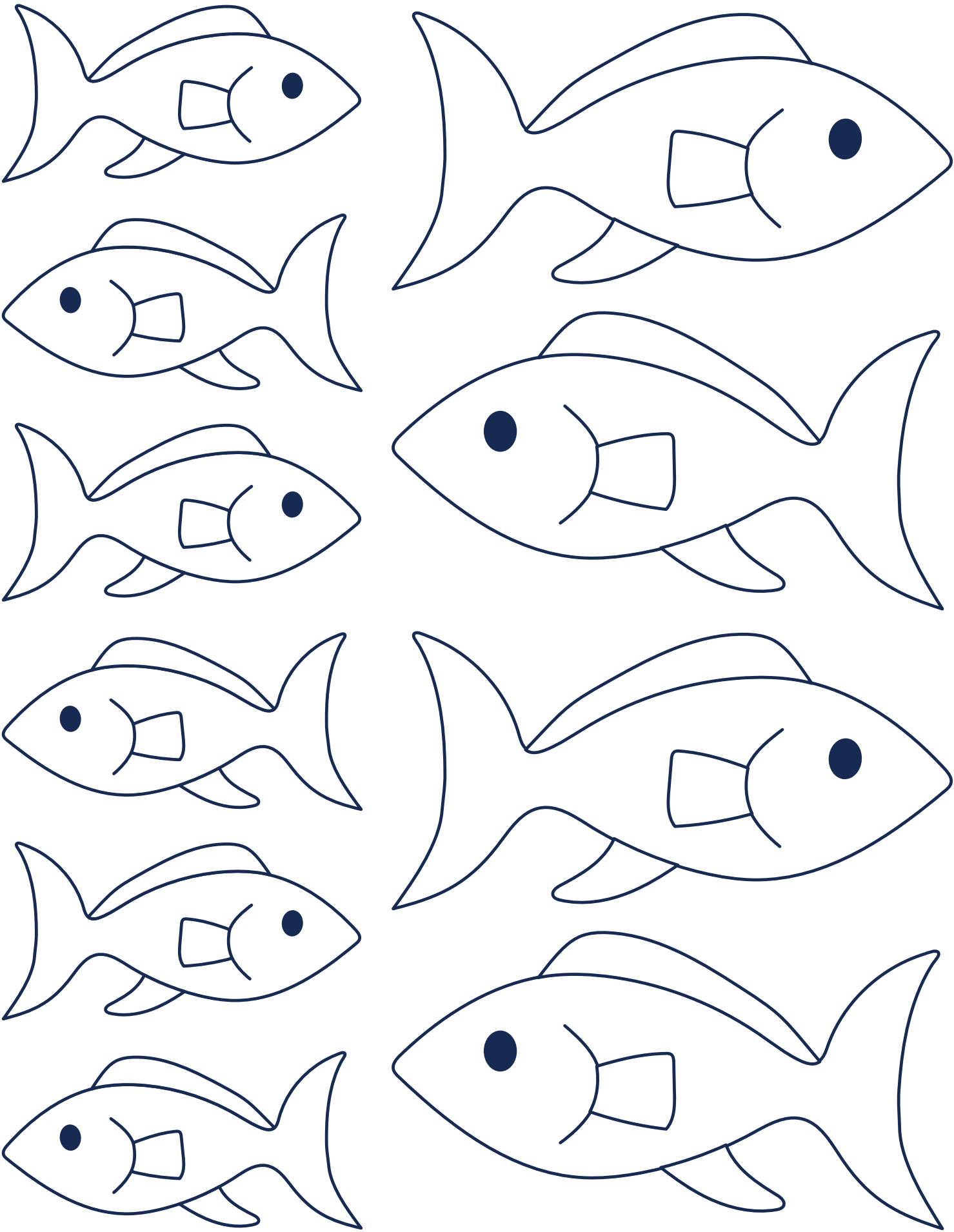
The Zoo Challenge version

Using fish shapes (approximately 20 in total) AND turtles (around 8 but have less for younger players if you want to make it easier)

1. Players use their fishing rod to try and catch as many fish as they can in a set amount of time.
2. 5 points are awarded for each fish caught but 15 points are deducted if a turtle is caught.
3. The winner is the player with the most points when everyone has had a go.



Fishing Game - Templates



Fishing Game - Templates

