



Task Title: Leading a Game of Cards – “Go Fish”

OALCF Cover Sheet – Practitioner Copy

Learner Name: _____

Date Started (m/d/yyyy): _____

Date Completed (m/d/yyyy): _____

Successful Completion: Yes ☐ No ☐

Goal Path: Employment ☐ Apprenticeship ☐

Secondary School ☐ Post Secondary ☐ Independence ☒

Task Description: The learner will answer questions about the card game “Go Fish” and explain to other students (or individuals at home) the rules of the game and how it is played.

Main Competency / Task Group / Level Indicator:

- Find and Use Information/Read continuous text/A1.2
- Communicate Ideas and Information/Interact with others/B1.2
- Communicate Ideas and Information/Complete and create documents/B3.2a
- Engage with Others/F

Performance Descriptors: See chart on last page

Materials Required:

- Card Game Feedback Form – one copy for each person playing the game, including the learner
- Deck of playing cards

Notes for Instructor

Review the Tasks below.

- 1) Introduce the card game to the learner.
- 2) Help the learner understand that explaining a card game to other people, who have not played the game before, can take more time and detail. Explaining a card game to others can be done verbally – in English, French, Aboriginal Languages or in American Sign Language (ASL).
- 3) Help the learner prepare with skill-building activities.

Learner Information

In this task, you are in charge of teaching others how to play the card game “Go Fish”. This might be a group of other learners or people at home (family or friends). It is about improving your communication skills and helping others to learn something new.

Scan the **“Go Fish” Card Game Rules Information Sheet**.

"Go Fish" Card Game Rules Information Sheet

Adapted from: Pagat.com - Card Game Rules

Rules of "Go Fish"

This game is also known as "Fish", "Canadian Fish" or "Russian Fish". Go Fish can be played by 2 to 6 players. It is best with 3 or more but can be played with just 2 players.

Use a standard 52 card deck of playing cards. There are four "suits" in each deck of cards. The four suits are: spades, clubs, hearts and diamonds. Each has a specific symbol to indicate the suit. Diamonds and hearts are red. Spades and clubs are black. In each suit, there are the same set of cards or "ranks": 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King and Ace. There are also Jokers in each deck of cards.



Instructions:

Goal of the Game: To win, one player must get more "books" of cards than other players. A "book" of cards = 4 cards of the same rank. E.g. "four Queens"

The "Dealer": One person is chosen to be the first "dealer". The dealer hands out or "deals" the cards one at a time to each player, including themselves. The dealer starts with the player to their left and ends with dealing a card to their own pile. Players take turns being the "dealer". Usually, the dealer changes with the start of each game.

1. The dealer deals 5 cards, face down, to each player (7 cards each, if there are 2 players). Each player picks up the cards in their hands so only they can see the card faces. The rest of the cards are placed face down in the middle to form a pile. Players will take cards from this pile during the game.

2. The player to the left of the dealer starts the game by taking the first turn. A turn consists of a player asking another player for a specific rank of cards.

Rule: The player who asks must already have at least one card of the requested rank in their hand. If the player, who was asked, has cards in the

requested rank, she/he must give all of the cards in the requested rank to the player who asked for them. That player then gets another turn to ask for more cards, as long as they have that rank of cards in their hand.

For example: The first player, Ahmed, says, "Mary, do you have any twos?" If Ahmed asks for twos, then he must have at least one of those in his hand. Mary says, "Yes, I have one." She hands it to Ahmed. Ahmed gets to take another turn. He asks Jon, "Do you have any Jacks?", which Ahmed already has in his hand.

Rule: If the player asked does not have any cards of the rank, which was asked for, then the player says, "Go fish!" The player who was the "asker" must then draw the top card from the pile of cards in the middle. If the picked-up card is in the rank asked for, the asker shows it to everyone and gets another turn. If the picked-up card is not in the rank asked for, the asker keeps it and does not have to show it to the other players. The turn now passes to the player who said, 'Go fish!'

3. As soon as a player collects a book of 4 cards of the same rank, e.g. "four Queens", this must be shown to the other players and placed face down in front of the player. **Alternative:** A book can consist of pairs of cards in the same rank, e.g. "two Queens". This alternative can speed up the playing of the game.

4. The game continues until either one player has no cards left in their hand or the pile in the middle runs out. The winner is the player who has the most books.

Work Sheet

Task 1: List the two alternate names for the card game "Go Fish".

Answer:

Task 2: How many people can play "Go Fish"?

Answer:

Task 3: Name the four suits in a deck of cards.

Answer:

Task 4: If there are 3 or more players, how many cards does the dealer give to each player?

Answer:

Task 5: Name two situations that cause a player to get another turn.

Answer:

Task 6: How does someone win the game?

Answer:

Task 7: Find three people to play "Go Fish". They could be in your class, family members or friends. It is best if they have not played "Go Fish" before. Explain to them how to play the game and the rules. Play a game of "Go Fish".

At the end of the game

- A. Ask each person to fill in the Card Game Feedback Form. Give the completed forms to your instructor.**
- B. Complete the Feedback Form on yourself. Read all the results to see how your self-feedback compares with the feedback from the other players.**

Card Game Feedback Form

To be filled in by the people who played "Go Fish".

1. How clear was the explanation about how to play the game and the rules? Please select the statement that best describes how you feel.
 - a. Great! The explanation was very clear.
 - b. Ok. The explanation was sort of clear.
 - c. Needs work. The explanation was not very clear.
2. Was the explanation focused and organized? Please select the statement that best describes how you feel.
 - a. Yes! The explanation was well organized told me how the game worked from beginning to end.
 - b. Ok. The explanation was somewhat organized but didn't include all the details in a logical order. (for example - card games rules, how the game is played).
 - c. Needs work. The explanation left out important information and wasn't explained in a logical order.
3. Please give (name of learner) some ideas to improve how they explain the game. For example, be sure to explain all the rules up front, show an example of a "book" of cards (2 or 4 of the same rank).

Answers

Task 1: List the two alternate names for the card game "Go Fish".

Answer: Any two of the following: Fish, Canadian Fish, Russian Fish

Task 2: How many people can play "Go Fish"?

Answer: Fish can be played by 2 to 6 players.

Task 3: Name the four suits in a deck of cards.

Answer: Spades, Clubs, Hearts and Diamonds

Task 4: If there are 3 or more players, how many cards does the dealer give to each player?

Answer: 5 cards each

Task 5: Name two situations that cause a player to get another turn.

Answer: 1) If the player whose turn it is asks another player for a card and they have the requested rank they get another turn. They can continue their turn until no one produces the requested rank. 2) If the player whose turn it is asks another player for a card and they do not have the requested rank then they must draw the top card from the pile of cards in the middle. If the picked-up card is in the rank asked for, the asker shows it to everyone and gets another turn.

Task 6: Task 6: How does someone win the game?

Answer: To win, one player must get more "books" of cards than other players. A "book" of cards = 4 cards of the same rank. E.g. "four Queens"

Task 7: Find three people to play "Go Fish". They could be in your class, family members or friends. It is best if they have not played "Go Fish" before. Explain to them how to play the game and the rules. Play a game of "Go Fish".

At the end of the game

- A. Ask each person to fill in the Card Game Feedback Form. Give the completed forms to your instructor.**
- B. Complete the Feedback Form on yourself. Read all the results to see how your self-feedback compares with the feedback from the other players.**

Answer: Learner and all players of Go Fish will complete the Card Game Feedback Form. Learner will collect all completed forms and review the feedback with their instructor.

Performance Descriptors

Levels	Performance Descriptors	Needs Work	Completes task with support from practitioner	Completes task independently
A1.2	Scans text to locate information			
	Locates multiple pieces of information in simple texts			
	Makes low-level inferences			
	Makes connections between sentences and between paragraphs in a single text			
	Reads more complex texts to locate a single piece of information			
	Follows the main events of descriptive, narrative and informational texts			
	Obtains information from detailed reading			
	Begins to identify sources and evaluate information			
B1.2	Shows an awareness of factors that affect interactions, such as differences in opinions and ideas, and social, linguistic and cultural differences			
	Demonstrates some ability to use tone appropriately			

Task Title: CardGame_I_A1.2_B1.2_B3.2a_F

Levels	Performance Descriptors	Needs Work	Completes task with support from practitioner	Completes task independently
B1.2 cont'd	Uses strategies to maintain communication, such as encouraging responses from others and asking questions			
	Speaks or signs clearly in a focused and organized way			
	Rephrases to confirm or increase understanding			
	Uses and interprets non-verbal cues (e.g. body language, facial expressions, gestures)			
	Uses highly familiar vocabulary			
B3.2a	Uses layout to determine where to make entries			
	Begins to make some inferences to decide what information is needed, where and how to enter the information			
	Makes entries using a limited range of vocabulary			
	Follows instructions on documents			
F	Understands one's role; seeks clarification as required			
	Recognizes roles of others			

Task Title: CardGame_I_A1.2_B1.2_B3.2a_F

Levels	Performance Descriptors	Needs Work	Completes task with support from practitioner	Completes task independently
F cont'd	Acknowledges and accepts others' perspectives			
	Demonstrates tolerance and flexibility			
	Demonstrates a willingness to help others			

This task: Was successfully completed ☐ Needs to be tried again ☐

Learner Comments:

Instructor (print):

Learner (print):
