

Fishing

AGES 3+



A REEL-y great tackle
box of games & learning



Contents

- 1 Tackle box
- 2 Fishing poles
- 25 Self-guided activity cards
- 50 Magnetic Fish
 - 26 Alphabet Fish (A-Z)
 - 10 Number Fish (1-10)
 - 11 Crabs
 - 3 Treasures



WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 yrs.

Calling all fishers!

We've got 3 great ways to play with our fishing set. You decide what's the catch of the day!

OH NO! CRAB!

A game for families that celebrates risk, reward, and rule following.

RAINBOW RIVER FISHING DERBY:



A race to catch the right fish which will require some memory skills.

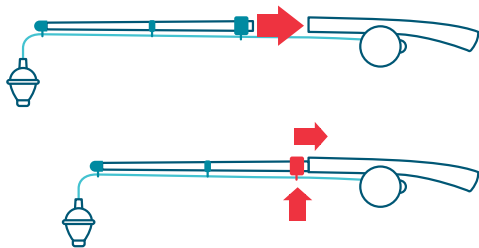
SELF-GUIDED LEARNING ACTIVITIES:

Visual prompts guide lil' fishers through fun learning challenges.

Assembling the Pole

We recommend an adult assemble the poles.

1. Place the wider end of the wooden pole into the plastic handle. Make sure all of the loops on the rings are facing downward.
2. Slide the last ring over onto the plastic handle.
3. Go fish and have fun! Early worm catches the fish!



The ABCs of Fishing

Cast your line: Reel outward slowly to begin lowering the bobber.

Catch a fish: Choose a fish to catch and continue lowering the bobber until a fish is “hooked.”

Reel it in: Reel inward to bring the fish closer, then remove the fish from the bobber by hand. Reel slowly, however, to avoid losing the fish!

Setting up the pond: Place the fish in a circle, on the floor. For younger fishers, space the fish further apart so they don’t accidentally catch the wrong fish.

While fishing:

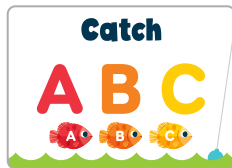
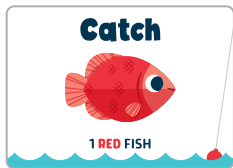
If your lil’ fisher can’t reach the fish they want from their location, they can move closer to the fish they are trying to catch. If a fish falls off the bobber while being reeled in, the fish should be returned to the pond and the fisher goes again.

Self-guided Learning Activities

AGES 3-6+



Use the activity cards to teach your little minnow about colors, letters, sight words, numbers, and counting. Playtime is also learning time!



The BLUE cards showcase colors & numbers The GREEN cards showcase letters & words

SET UP: Create the pond by laying out all of the alphabet and number fish (36 total), **face-up**, on the floor, in a circle.

Give your lil' fisher a pole and place the activity cards next to the pond in a pile.

HOW TO PLAY:

1. The fisher draws a card and completes the challenge on the card. The completed card is placed in a discard pile.
2. Once an activity is completed, place all of the fish back in the pond and draw a new activity card.
3. Continue to draw cards as long as the fisher is willing to fish.

In a game with more than one player, fishers would alternate turns after each activity card is completed. In a game with more than 2 players, fishers will need to share fishing poles.

Rainbow River Fishing Derby

AGES 4+



GOAL: Race to see who's the first to catch **one of each** color fish: red, orange, yellow, green, blue, purple. Fishers will have to reel-y use their memory!



SET UP: Create the pond by adding the fish with letters and numbers (**A-Z** and **1-10**), **face-up**. The letters and numbers can be ignored - it's all about the colors in this game! Crabs can be added for an extra challenge.


Give each fisher a pole and a minute to memorize where the fish are at. Once ready, flip all the fish facedown and get ready to begin!

HOW TO PLAY:

1. **Ready, Set, Fish!** Both fishers race at the same time to see who can catch one fish of each color first (**6 total**).
2. As each fish is caught, the fisher should place it in a row next to them, face-up. Any duplicate colors caught are placed back into the pond facedown.
3. The first fisher to catch one fish of each color wins!

For more experienced fishers (age 5+ variant)

GOAL: Catch the fish **in numerical or alphabetical order** (1-10 or A-J).

1. Assign each fisher **10** fish - *either the numbers 1-10, or the letters A-J*.
2. Place all **20** fish face-up in the pond (add crabs for more of a challenge) and allow the kiddos to look them over. Flip them facedown when ready and begin!
3. As each fish is caught, it should be placed in a row so the order can be seen.
 **If a fish is caught out of order it is placed back into the pond facedown.**
4. The first fisher to catch all **10** of their fish and call them out in order wins.

Oh no! Crab!

AGES 4+

2-6

GOAL: Press your luck on each turn - try to catch as many fish as you can! But, don't be too greedy, or you'll catch a crab and lose all of the fish you've just caught on this turn!

SET UP: Create the pond by laying out **all 50** fish, facedown, on the floor in a circle - no peeking!

Fishers should stand opposite from one another around the pond. Now grab your fishing poles and get ready to fish! (In a game with 3 or more players, share fishing poles.)

Players should take turns. The youngest fisher goes first.

HOW TO PLAY:

1. At the start of a turn, the fisher will reel out their line to catch a fish and lower their bobber over the fish of their choice. Once the fisher hooks a fish, they reel it in to see what they caught.

If it's a fish, great! The fisher places the fish face-up next to them (not their scoring pile), and then decides if they would like to continue fishing or end their turn.

If they choose to continue, they keep fishing as long as they keep catching fish. Any fish caught during this turn are added to the pile next to them.

If they choose to end their turn, they should say "**I'm done fishing.**" Then they take all the fish they caught on this turn and add it to their own score pile, which are now safe from the crabs. But, why would anyone want to stop?



HOW TO PLAY (OH NO! CRAB! Continued):



Because if they catch a crab, the turn is **immediately** over and any fish caught during *this* turn **do not** score. Those fish and the crab are placed in a separate pile away from the pond, out of play. However, the fisher still keeps any fish caught on all previous turns in their score pile.

Catch one
of these? ➤



Lucky! Treasure fish
are worth 2 fish!

2. If a fisher decides to end their turn, or if they caught a crab, the player on their left now takes their turn (pass the pole if there are 3 or more players).
3. The first fisher to catch **10** fish, wins.
4. If the pond is emptied before someone can catch **10** fish, each fisher counts their fish and the player with the highest total wins.
If there's a tie, both fishers win! High five and play again!



Questions or Comments?

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