

Rhyme Time Go Fish

What You'll Need

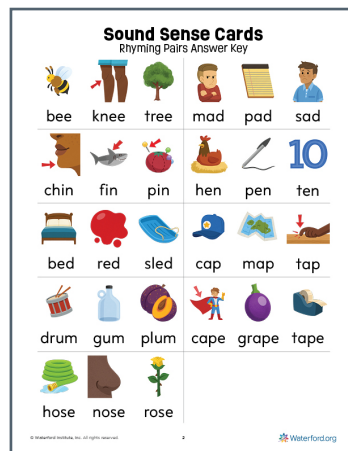
- Set of [Sound Sense Cards](#) cut out

How to Play

1. Shuffle the Sound Sense cards.
2. Deal five cards facedown to each player. Each player looks at their cards but does not show the other players.
3. Place the remaining cards in a facedown pile in the center of the table. This becomes the *fish pile*.
4. Players try to collect three rhyming cards by asking another player for a card that rhymes with one they are holding.
5. If they don't have a rhyming card, they say *Go, fish!* and draw the top card from the fish pile. For example, "Do you have a card that rhymes with *bee*?"
6. When a player collects three rhyming cards, they lay them down on the table as a match.
7. When a player runs out of cards, the game is over. The player with the most matches wins!



Example of Sound Sense cards



Knowledge Builder
A rhyming word is one that has the same ending sound as another word. For example, *cat* and *hat* rhyme because they both end with the *-at* sound.

Answer key cards are available for additional support.