**Step 1 - Number of players: 1-4**

1. Use the numbered vocabulary or language structure items from the Learning Village ‘learn page’ for the lesson being taught.

2. Ensure there are 4 sets of the number of items on the learn page e.g. If the learn page has 4 items, 4 sets of cards numbered 1 to 4 will be needed.

3. Shuffle the pack and deal out an equal number of cards face down in a pile in front of each learner until all the cards are dealt.

4. Each learner takes turns to pick a card from the top of their pile and put it on a pile in the middle.

5. A learner who has picked the same corresponding vocabulary or language structure item from the learn page in the Learning Village e.g. If the card is number 2, they read the vocabulary or language structure item number 2 on the learn page.

6. If the learner turns over a card that matches the previous one, they win all the cards in the pile and add them to their hand.

7. The learners continue to play by repeating steps 4 and 5.

8. If a learner runs out of cards they are out of the game.

9. The learner that wins all the cards, or has the most cards after a time limit, wins the game.

During the game, once the learners get confident, hide the vocabulary or language structure items from the learn page using the hide button.

**Step 2 - Number of players: 1-4**

1. Use the numbered vocabulary or language structure items from the Learning Village ‘learn page’ for the lesson being taught.

2. Ensure there are 4 sets of the number of items on the learn page e.g. If the learn page has 4 items, 4 sets of cards numbered 1 to 4 will be needed.

3. Shuffle and deal the cards out to the learners face down.

4. Without showing the other learners, each learner pulls out any groups of 1 of the same number from their cards.

5. The learner should then cross-reference the learn page to the identified vocabulary or language structure item from the learn page. These pairs should then be kept to the side in a ‘winning’ pile so they will not be used again.

6. Each learner takes it in turn to choose another learner and call them for one of their cards. They should use the vocabulary or language structure item with this e.g. “Tom, there are some cards!”

7. If the learner has the card with the vocabulary or language structure item being called for, they hold the card over – this pair is then added to the ‘winning’ pile and the next player takes their turn.

8. If the learner being asked does not have the card, no card is handed over, the learner says “go fish!” and the next player takes their turn.

9. Steps 6 to 7 are repeated for the next learner and so on. The winner is the first learner with no cards left in their hand.

During the game, once the learners get confident, hide the vocabulary or language structure items from the learn page using the hide button.