

Magnetic Fish Game

You will need:

Card	String
Paper clips	Hole punch
Scissors	Magnet
Glue stick and white craft glue	
Sticks - lollipop, thin dowl or small sticks found outside	
Pens, pencils or paint - anything to decorate your fish!	

Instructions:

1. For the fishing game, you will want to make six or more fish. You can make a template for everyone to draw around or print off sheets with multiple outlines of fish. You can either print on coloured card or decorate any way you want, you may find this easier doing before you have cut the shapes and punched the holes.
2. Take your time to cut out your fish shapes and use your hole punch to make a hole in the nose of each fish.
3. Use a paper clip to slip through each fish's nose for hooking the fish. The size of the ring determines how difficult it is to catch a fish. Make one ring for each fish.
4. Make the rod from the sticks you have decided to use. Cut a length of string and tie one end around the tip of the rod. Secure the string with a drop of glue. Use a 1" or larger circular or horseshoe-shaped magnet, and tie it to the end of the string.
5. You will need the fish and rod you have just created, and a watch or timer to play the Fishing Game. You also need pencil and paper to keep score. Make a pond shape with rope or cord and put the fish inside the pond. The youngest player goes first, and then play goes clockwise around the circle. Set the timer for 3 minutes, and say "Go!". The player sees how many fish he/she can catch before 3 minutes are up. Once the time is up, return the fish to the pond ready for the next player. The winner is the one who caught the most fish in the allotted time.