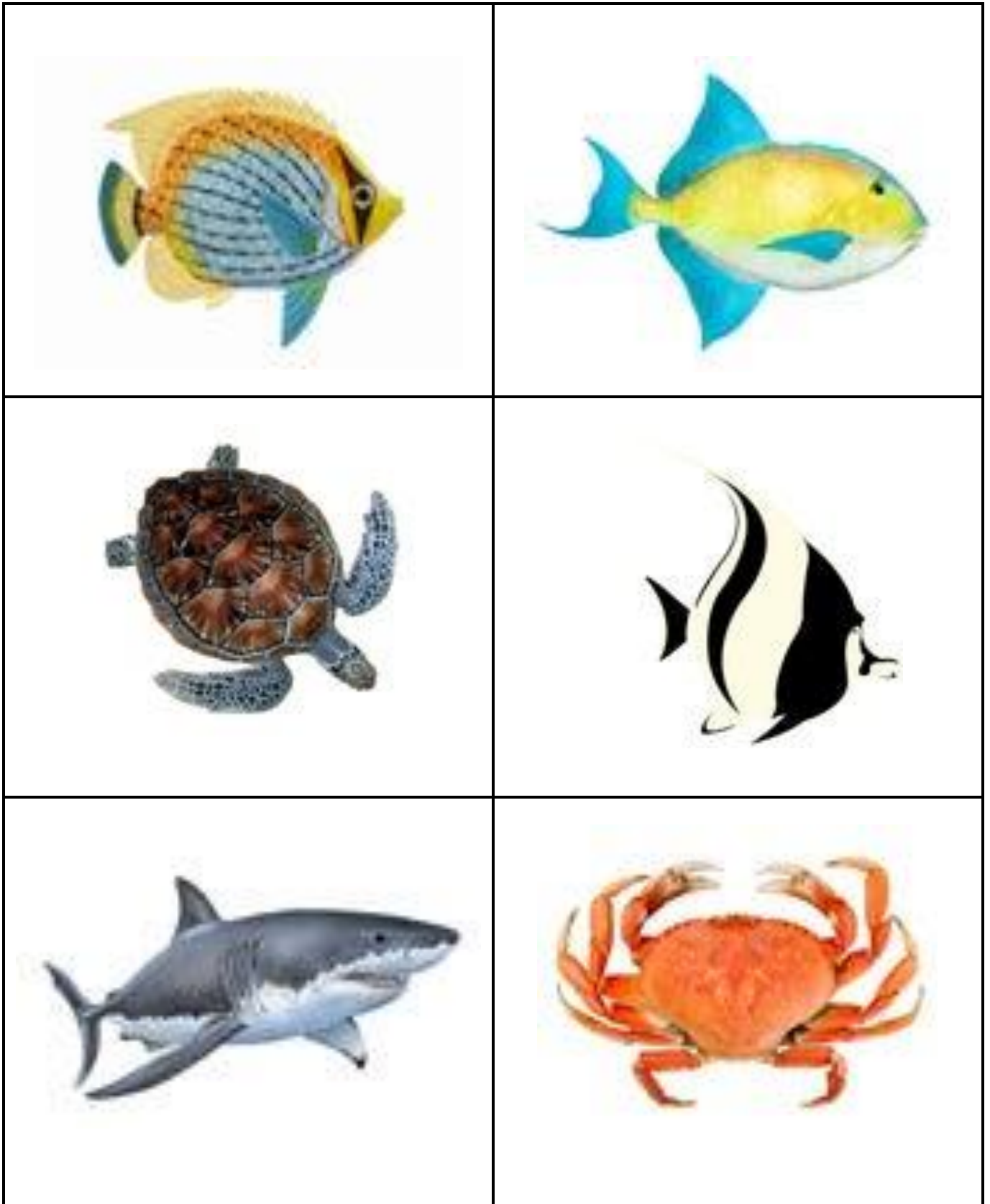


CONQUERING LITERACY ACTIVITY 48: FISHING GAME (ATP 29)

Print 2 (or 3) copies of the cards below (according to the number of players) and cut them out.



Images: www.freeimages.co.uk

Cut out the words in the grid below. Select the words you want the learner to practise and attach them to the back of the sea creatures using a *metal* paper clip. A numerical value (1-6) has been added according to level of word difficulty.

bunch ₂	French ₄	lunch ₂	drench ₄	ranch ₂
chill ₂	chunk ₃	chest ₃	check ₃	chant ₃
chip ₁	chin ₁	chat ₁	chess ₂	chaff ₂
crush ₃	wish ₁	brush ₃	crash ₃	radish ₅
ship ₁	shell ₂	shred ₄	shrimp ₅	shut ₁
shrink ₅	shrub ₄	shelf ₄	shock ₃	shabby ₅
thrush ₅	splash ₅	crunch ₄	pinch ₃	winch ₃
dish ₁	munch ₃	dash ₁	bench ₃	finch ₃
flinch ₄	rubbish ₄	fresh ₃	plush ₃	trench ₄
conch ₂	shoddy ₅	cushy ₃	chimp ₄	sluggish ₅
Swedish ₆	which ₃	shrank ₅	vanquish ₆	rash ₁
publish ₄	shaft ₄	squelch ₆	chestnut ₅	waspish ₆

How to play:

Make a fishing rod using a small cane and a piece of string with a magnet attached to the end. Place the cards face up on the table (or floor) so that the words cannot be seen. Players take turns to catch a 'fish' and read the word on the back. If they read the word correctly they keep their 'catch' and write down their score (the number next to the word). If they read the word incorrectly, the correct word is given by the teacher and the creature is 'thrown back'. When the sea creatures have all been caught, the winner is the player with the largest score.

The game can be played again another day with different words from the grid above to review /sh/ and /ch/ before introducing the 'ch/tch' spelling rule