# Fish Sort and Count 

Kit Number 21
Kit Contains
60 pieces in 12 shapes

## Description plastic fish



Fun Fish Counters are the perfect hands-on tool for early math explorations. They can also be used for art, communication, and creative play. This bucket contains five each of twelve different fish species for a complete set of 60 counters.

## Seyail Sort

Sort the Fun Fish Counters into schools! To begin, limit the number of species in the bucket to two ( 10 counters). Have the child draw fish out of the bucket
one at a time and place then
into same-fish "schools" on the table. After each successful School Sort, return the fish to $\theta$ the bucket and add one more species ( 5 counters). Continue until all fish counters are used for the School Sort.

## FiSH eount

Count and add the Fun Fish Counters as markers. Make a set of cards numbered from I
to 9 . Have the child to 9 . Have the child count out the correct number of fish counters for each card. Make a second set of cards numbered I
to 9. Draw on set and find the card from each set and find the sum of the two
numbers using the fish co Repeat this activity wish counters. Repeat this activity with different
number combinations.

## MORE SORtINE

Sort the Fun Fish Counters using a simple Venn Diagram. Draw two interlocking circles as shown, one blue and the other green.
remaining counters on the table in front of the remaining players. One at a time, the caller reache into cre harg and selects a fish. Wring ... snowing it to the other -dyers, the caller begins aescribing features on the finh such as "The fish has a pointed nose, a white stomach, a yellow body... " until one player says, "Fish out of water!" and grabs the matching fish from the pile. If the player chooses the correct fish, he or she keeps the fish. If the player is incorrect, the fish is returned to the pile, that player sits out the rest of the turn. The caller then continues to describe the fish. The player who correctly identifies the fish keeps it until the end of the game. The caller returns the described fish to the bag and selects another. Play continues until one player has correctly pulled five fish out of the "water."

## ERMOUFLAGE

Fun Fish Counters can be used in a combined art/science lesson about camouflage. The color patterns in most fish often help to hide: camouflage, them from other f
that might want to eat them.
Green and brown fish can more easily hide in seaweed. Orange, red, A yellow fish are less visible
Win: swimming near coral. Have children select a single fish counter, didn draw and color an underwater world where the fish an "hide." Place the counter on the drawing. Select a different counter and place it on the drawing as well. Which is easier to
e?

## LEARNING

For a dealer near you, call: (800) 222-3909 (U.S. \& Canada) (01553) 762276 (U.K.)

