

W Sound Go Fish: A Print-and-Play Card Set

Forty cards, twenty matching pairs, all built on the W sound at the beginning of words.

How to play

1. Print all five card pages and cut the cards apart.
2. Deal five cards to each player. Put the rest in a pile in the middle.
3. On your turn, ask another player for a card by name: "Do you have a water?"
4. If they have it, they hand it over and you keep the pair. If they do not, take one from the pile and it is the next player's turn.
5. The round ends when the cards run out. Count your pairs and say each word one more time as you lay it down.

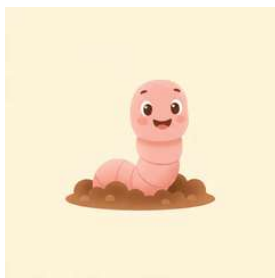
Every ask and every match is another turn saying the word, which is the whole point of the game. Play two rounds, not ten.



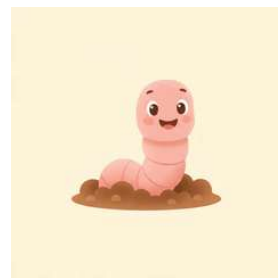
water



water



worm



worm



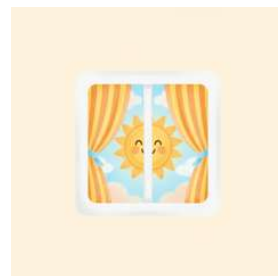
wagon



wagon



window



window

Cut along the dashed lines.



web



web



wing



wing



watermelon



watermelon



wand



wand

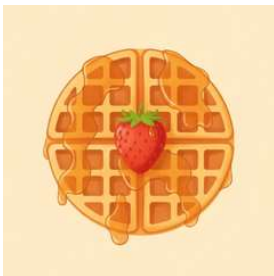
Cut along the dashed lines.



wave



wave



waffle



waffle



walrus



walrus



wallet

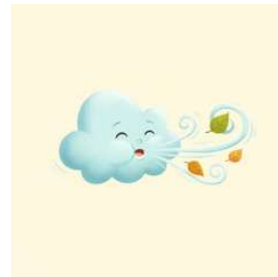


wallet

Cut along the dashed lines.



wind



wind



windmill



windmill



wizard



wizard

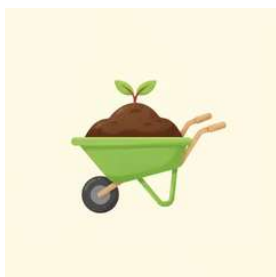


whistle

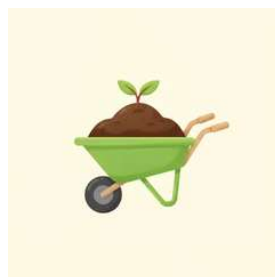


whistle

Cut along the dashed lines.



wheelbarrow



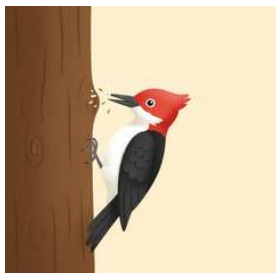
wheelbarrow



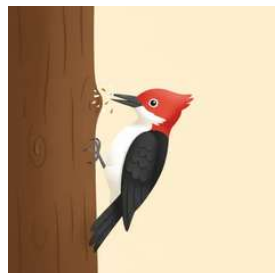
one



one



woodpecker



woodpecker



watering can



watering can

Cut along the dashed lines.