

### OTHER WAYS TO USE THE CARDS

Instead of using the cards to play a full game, cards can be used any time when stakeholders come together to learn more about aquaculture, capture fisheries, food safety, or food security. This could be a training session, meeting, workshop, or even during a field visit. Just use the four cards of any specific topic-set to highlight points or subjects that you wish to discuss with the people at your meeting.

Simply select the cards that are of most relevance to the content or the context that you want to discuss. Place them face-up on a table or other surface. You can cover the facts below the illustrations with other cards and ask questions such as, "What does the illustration tell you about this subject?" or "What do you think that this picture means?" Find out what people know or think about the topic by looking at and discussing the illustrations. Ask yourself: "What can participants learn from this illustration?" Ask participants questions such as: "What is good, and what is bad about a certain practice, and why?" "What could be done differently?" "How can you do this better?" "Who should be involved?"

After discussing the illustrations, reveal the answers on the cards and compare them with the responses given by the participants: how do they compare? What can the participants learn from the cards? What can you learn from their answers in terms of practical knowledge which can be shared at other sessions?

### Go-Fish!

This card game was produced by staff of the Ministry of Marine Affairs and Fisheries (MMAF), Wageningen University & Research (WUR), and the Netherlands Food and Consumer Product Safety Authority (NVWA) as part of the Food and Aquaculture for Food security in Indonesia (FAFI) project. This card game is for educational purposes only and shall not be used commercially. Funding came from the Netherlands Ministry of Foreign Affairs. ©2016



## Go-Fish!

### 64 fishery facts

Collect the sets  
to win the game!

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## Go-Fish! Card Game Instructions

This game consists of 16 sets of four cards. Each set has its own theme, for example: 'Fish Feed' or 'Principles of Good Handling.' On each card is an illustration and some relevant fishery- or food-facts about a topic related to the theme.

The cards can be used to play a fast-paced game for two or more players, or they can be used as discussion starters.

### HOW TO PLAY – the rules of the card game

The goal of the game is to collect as many sets as possible. The player with the most sets wins the game. The game **can** be played by two people, but is more fun with more players!

#### Five or more players

1. Shuffle the cards and then deal the whole deck to the players.
2. Choose who will play first (e.g.: the youngest or the tallest).
3. When it is your turn, you can start 'fishing'; asking other players for a specific card that you need to complete a set. You can choose any player in the circle. You might say, "Heri, do you have the 'Storage' card from 'Fish Feed?'" Remember: You can only ask for a card from a set of which you already hold a card in your hand.
4. If the other player has that card, they must hand it over. Then you should continue by asking any player for another card. If they do not have the card you asked for, your turn

is over. The player that did not have the card you asked for then starts 'fishing.'

5. The new player can now try to complete sets of cards they hold. Once the new player fails to capture a card, the turn moves on to the last player addressed. The game continues in this fashion until all sets are completed. The goal of the game is to collect as many sets as possible.

6. It is important to pay close attention to the movement of the cards during the game. It will help you ask the right questions and complete your sets.

7. Once you have a completed a set, you call out "Go-Fish!" and display the cards on the table. These cards are now out of the game. The player who completed the set continues fishing.

8. When the sets are all completed, the person with the most sets wins the game!

#### Two - four players

This version of the game follow the same rules, but with one difference. Each player is given seven cards at the start of the game. The remaining cards are placed face-down in a stack and become the 'bank'. If a player asks for a card which isn't held by another player, they have to take a card from the bank. The turn then passes to the player who did not have the card, and the game continues in this fashion until the bank is finished, and all sets are complete.

### HOW TO PLAY – to learn more

#### Fishery & Food Facts

Every card contains an illustration and some facts relating to the topic. Players can make the game more interactive, informative, and entertaining if they discuss these 'fishery and food facts'. The facts are shown as answers to one or more of the following questions: **How? Why? Where?** and **What?** The colours of the answers on each card match the colours of the questions.

Once players have successfully captured a card they can start earning bonus points. Before being handed over the captured card, the player is asked to answer a question from the card. For example, if a player captured the 'Storage' card from the 'Fish Feed' set, they are asked the first question: "**Where should you store the fish feed?**" The answer should be, "**In a shaded, dry place, in clean, closed bags or containers.**" The next question could then be, "**Why?**" The answer is: "**To avoid entry of rodents and insects.**"

Each correct answer earns a player one bonus point. After discussing the facts and noting down the bonus points, the card is handed over to the player that captured it and the 'fishing' can continue. At the end of the game all bonus points are added to the total number of sets won by each player. One set counts as 1 point. The player with most points wins!