



HINTS & TIPS

When die cutting fish shapes, make two of each shape using different shades of the same colour. Use the perforations as a guide and trim and layer to add interest.

STORE CUPBOARD

- Orange card approx. 31cm x 31cm
- Yellow card approx. 30cm x 30cm
- Dark yellow card approx. 30cm x 30cm
- Blue card approx. 30cm x 30cm
- PVA glue
- Craft knife
- Brass split fasteners
- Hole punch
- 2 small magnets
- Pencil
- PC and printer
- Ellison All Star machine A10000
- Ellison AllStar Fish #1 A10140
- Ellison AllStar Fish, Goldfish A10378
- Ellison All Star Shell A10177



LET'S GO FISHING!

Designed by Debi Potter, Ellison Europe

Children will love this fun fishing game. It's great for hand-to-eye co-ordination, colour recognition and counting too!



The Fishing Pond

■ 1 Take a square of thin yellow card measuring 30cm x 30cm and punch out various sized holes around the edges. Mount this card onto the dark yellow square of card, fixing them together using PVA glue. Allow to dry.

■ 2 When dry, turn the squares of card over and draw a pool shape with a pencil. When you are happy with the shape, use a craft knife to cut it out. This step must always be done by an adult. Use PVA glue to stick a piece of blue card over this pool-shaped aperture and then turn over. For best results, place the project under a weight such as a pile of books until the glue has dried.

■ 3 Take a square of orange card measuring 31cm x 31cm and glue this to the back of the pond to make the base of the game.

The Fish & Rod

■ 1 Using an Ellison AllStar machine, die cut several gold fish shapes from various

coloured card stock and add a paper fastener through each of their eyes.

■ 2 Use a PC and printer to print out the words 'red', 'yellow', 'green' and 'blue' onto orange card stock and then, placing lettering as near to the centre of the die as possible, create four labelled shell shapes.

■ 3 Make a fishing rod by attaching a piece of string to the end of a card-covered pencil. Sandwich the end of the string between two small magnets.

ALTERNATIVES

- This game would work equally well for older children in a mixing of colours exercise. (Yellow fish and blue fish = green)
- Numbers could be added to the fish and the winner is the person with the highest 'catch'.
- Why not change the topic completely and create a 'fishing for letters' game or 'fishing for numbers'? The possibilities are endless!

HOW TO PLAY

Each player chooses a colour and then takes it in turns to fish for the colour that is written on their shell. The first to fill their shell with fish is the winner!

