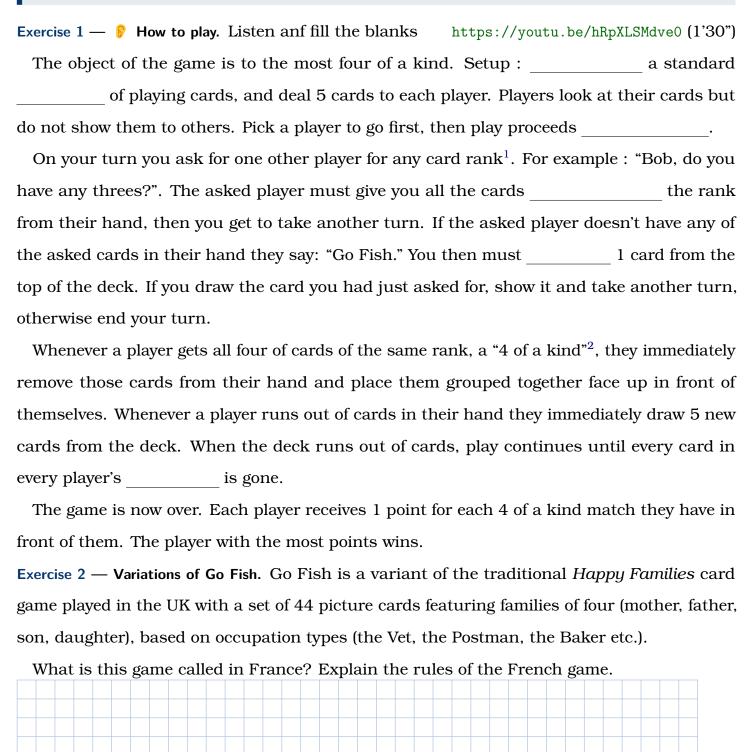
## 4.1 Game: Go fish

**Vocabulary** To play cards, a game of cards, deck (US), suit (Spades  $\spadesuit$ , Hearts,  $\heartsuit$ , Diamond  $\diamondsuit$ , Clubs  $\clubsuit$ ), rank (Ace, King, Queen, Jack, 10-2), two of Hearts, Jack of Spades, joker, to shuffle, to deal, hand, dealer, to draw, draw pile.



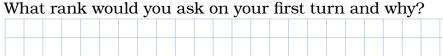
<sup>&</sup>lt;sup>1</sup>The player who is "fishing" must have at least one card of the rank that was asked for in their hand.

<sup>&</sup>lt;sup>2</sup>This is called a book

4.1 Game: Go fish 3

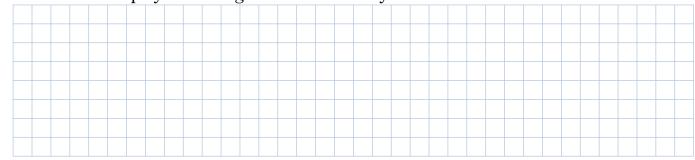
## Exercise 3 — How to win at Go Fish.

1. Imagine you are dealt 5 cards at the start of the game and you have 3 Jacks and 3 Aces,





2. Write down 3 tips you could give to win. Share your ideas with the rest of the class.

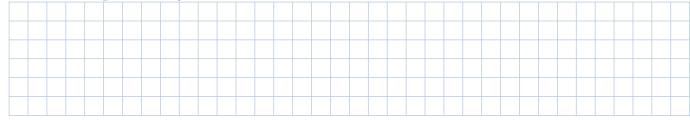


## Exercise 4 — Probability and cards.

1. A card is selected at random from a pack of 52 cards. Find the probability that the card will be the King of Clubs.



2. What is the probability that the chosen card is either a Queen or a 7?



3. What is the probability that the card will be a face card or a Heart?

