

Fishing Game with Sea Animals - a creative and versatile language kit for children aged 3 to 8.

This magnetic fishing game features colourful sea animals that spark storytelling, vocabulary building, and social interaction. It's ideal for educators, kindergartens, therapists, families, and schools

The game encourages conversation/dialogue, communication, language and language comprehension, imagination, and memory. It promotes joint attention, cooperation, and turn-taking.

Fishing Game with Sea Animals is a learning game that develops the child's understanding of:

- Colours
- Size relationships
- Number concepts
- Antonyms (opposites)
- Emotions
- Prepositions
- Categories and superordinate concepts
- Clapping syllables
- Fish and sea animal species
- Letter names and sounds

The game is designed for children aged **3 to 8 years**. During play, the child's age and level of language comprehension are taken into account. The game can be used by parents, grandparents, speech and language therapists, daycare institutions, and schools.

The game includes:

- An anglerfish bag representing the sky (day/night) on the outside and the sea on the inside

- 11 crocheted sea animals with different characteristics, colours, and sizes
- 2 fishing rods with string and magnet
- A boat
- Seashells

Additional sea animals and fishing rods can be purchased separately.

All sea animals have different colours and characteristics:

- One large sea animal and one small sea animal
 - One happy sea animal and one angry sea animal
 - One sad sea animal (crying)
 - One sea animal with a ring in its tail or nose
 - One sea animal with a bandage
 - One sea animal with a hat
 - One sea animal with glasses
 - One sea animal with stripes
 - One sea animal with a ball
 - One sea animal with a bell
 - One chubby goldfish
 - One sea animal with a beard (cod barbel)
 - One sea animal with spots
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Ideas and inspiration for playing with the Fishing Game with Sea Animals

Learning Level 1

Children aged 3–4 years. The adult leads the game.

"Now we are going to play. We are going fishing for animals in the sea. Would you like to join?"

You open the bag with four sea animals in green, blue, red, and yellow.

"The blue is the water, and now we sail out in our little yellow boat. Oh—there is something we forgot. Can you guess what it is? The fishing rod, of course! Here it is. We take turns fishing, and you may start. Can you sail over to the yellow sea animal? Yes, that's the yellow one. It's a seahorse with a ring in its nose. Can you try to catch it with the fishing rod? Well done. Now you have caught a yellow seahorse. You can place it in front of you. Now pass the fishing rod to the next player."

The game continues until all sea animals have been caught. At the end, you count how many sea animals you have caught, talk about the colours and names of the sea animals, and discuss their characteristics (hat, glasses, angry, happy, etc.).

The adult may also ask:

- "Who caught the yellow sea animal?"
- "Which sea animal was sad?"
- "Which sea animal had a ball?"

Ending the game:

"Now all the sea animals need to sleep, so we put them back into the water."

Once the child is comfortable with colours, the next fishing trip can include more sea animals with different characteristics.

Learning Level 2

Children aged 4–5 years. We take turns being the one who decides.

Up to eight sea animals are placed in the sea. The questions are expanded to include more colours, prepositions, counting, emotions, characteristics, and sizes.

Examples:

- "Catch the biggest and the smallest sea animal."
- "First catch the happy sea animal, and then the angry one."
- "Count how many sea animals you have caught."

The next fishing trip can include even more sea animals with different characteristics.

Learning Level 3

Children aged 5-6 years. We take turns being the one who decides.

All sea animals are placed in the sea. The questions are expanded to include clapping syllables, prepositions, sea animal names, and instructions with two to three steps.

Examples:

- "Can you first catch the dolphin with the ball and then the red crab with glasses?"
- "Catch two sea animals that are in front of/behind the boat and clap the syllables."
- "Catch the sea animals that have arms."

Learning Level 4

Children aged 6-8 years. We take turns being the one who decides.

All sea animals are placed in the sea. The questions are expanded further:

- "Catch all the sea animals that do not have legs."
- "Catch the sea animal that is between the red and the green sea animal."

Name the sea animals you catch. What do you think they eat? Where do they live?

Other open-ended questions:

- Which sea animals have three syllables?
 - Which sea animals begin with the letter K?
 - Which other sea animals begin/end with S?
 - Where do the different sea animals live, and what do they eat?
 - Which sea animal species do you know?
 - What is the difference between freshwater and saltwater?
 - What is the difference between mammals and crustaceans?
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The Sea Animals

Octopus (mollusc)

The octopus lives in all the world's oceans, both in cold and warm regions. It releases ink to scare its enemies. The most common eight-armed octopus lives in Denmark. It eats fish, crustaceans, snails, and shellfish.

Dolphin (the world's most intelligent marine mammal)

Dolphins live in all the world's oceans, including Denmark and tropical regions, both near the coast and far out at sea. They eat jellyfish, fish, squid, crustaceans, sea turtles, and seals.

Goldfish (carp family)

The goldfish is a freshwater fish originating from Asia. In Denmark, it lives in garden ponds and aquariums. It is omnivorous and eats mosquito larvae, dried food, insects, and algae.

Whale (the world's largest marine mammal)

Whales live in all the world's oceans, from coastal areas to the open oceans. They feed on fish, squid, small crustaceans, krill, and plankton.

Clownfish (anemonefish)

Clownfish live in warm seas near coral reefs in the Pacific Ocean and the Indian Ocean. They eat crustaceans and algae.

Crab (crustacean)

The shore crab is the most common crab in Denmark. It has ten legs and lives on rocky and sandy seabeds. It eats shellfish, snails, shrimp, amphipods, fish eggs, and small fish.

Ray (cartilaginous fish)

Rays live in all the world's oceans in saltwater, brackish water, and freshwater. They eat shellfish, shrimp, fish, crabs, and molluscs.

European Plaice (flatfish)

The plaice lives in Danish seas and prefers sandy or mixed seabeds. It eats worms, shellfish, algae, and crustaceans.

Turtle (reptile)

Turtles live worldwide in the sea, lakes, rivers, swamps, and on land. Land turtles are vegetarian and eat grass, weeds, dandelions, and other plants. Marsh turtles are carnivorous and eat fish, insects, earthworms, and other small animals.

Butterflyfish

Butterflyfish live in tropical waters of the Atlantic Ocean, the Indian Ocean, and the Pacific Ocean. They eat algae, sea anemones, crustaceans, and plankton.

Seal (mammal)

Seals live in most Danish waters near coastlines and sandbanks. The harbour seal is a predator that primarily eats fish, but also molluscs, crustaceans, and squid.

Seahorse (pipefish)

Seahorses live in shallow waters in temperate seas. Some species are found in Danish waters. They eat small crustaceans, snails, shellfish, and plankton.

Starfish (bottom-dwelling animal)

Starfish are found throughout Europe, including Denmark, where waters are salty and deep enough. They see with eyes located at the end of each arm. Some species can have up to 50 arms. They eat shellfish, snails, molluscs, and sea urchins.

Cod (bottom-dwelling fish)

Cod live in the North Atlantic, around Greenland, in the Kattegat, and the Baltic Sea. They eat sea urchins, shellfish, fish, crustaceans, worms, crabs, shrimp, and amphipods.

Eel (bony fish)

The eel lives in both freshwater and saltwater. It is found in lakes, rivers, fjords, and along Danish coastlines. It eats worms, snails, shellfish, crustaceans, and insects.