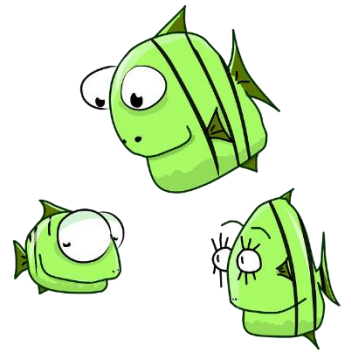




**CAMP LONGLEAF  
RETREAT-AT-HOME  
Magnetic Monday: CRAFT 1**

## **Fishing Derby Challenge**



### **Materials Needed:**

At least one fishing pole with a magnet for a hook.

At least 10 fish (but you can make as many as you want) all with a paperclip on them.

One turtle with a paperclip on it.

Something to fish over (like a couch, board, etc.), but you cannot see through it.

Squares of paper with point values written on them (any numbers you want). This could vary depending on the age or math skill level of players.

### **Game Set-Up:**

Randomly attach point values to fish. (Use the paperclip to hold number squares on.)

Spread fish and turtle out on the ground on one side of your game wall (couch, board, etc.).

Make sure that the line on the fishing pole is long enough to reach all the fish on the floor.

### **How to Play:**

Take turns casting the line over the couch and slowly dragging it around until you get a bite.

Carefully reel or swing what you have caught back over to your side of the couch.

Now it is your challenger's turn. Take turns until all the fish are caught or someone has scored so many points that there is no way to beat him or her.

### **Turtle Alert:**

If you catch the turtle, you **must return all your fish** to the lake and you **lose all your points**.

Turtle is a catch and release game piece. The turtle must be returned to the lake immediately!

### **How to Win** There are a few variations

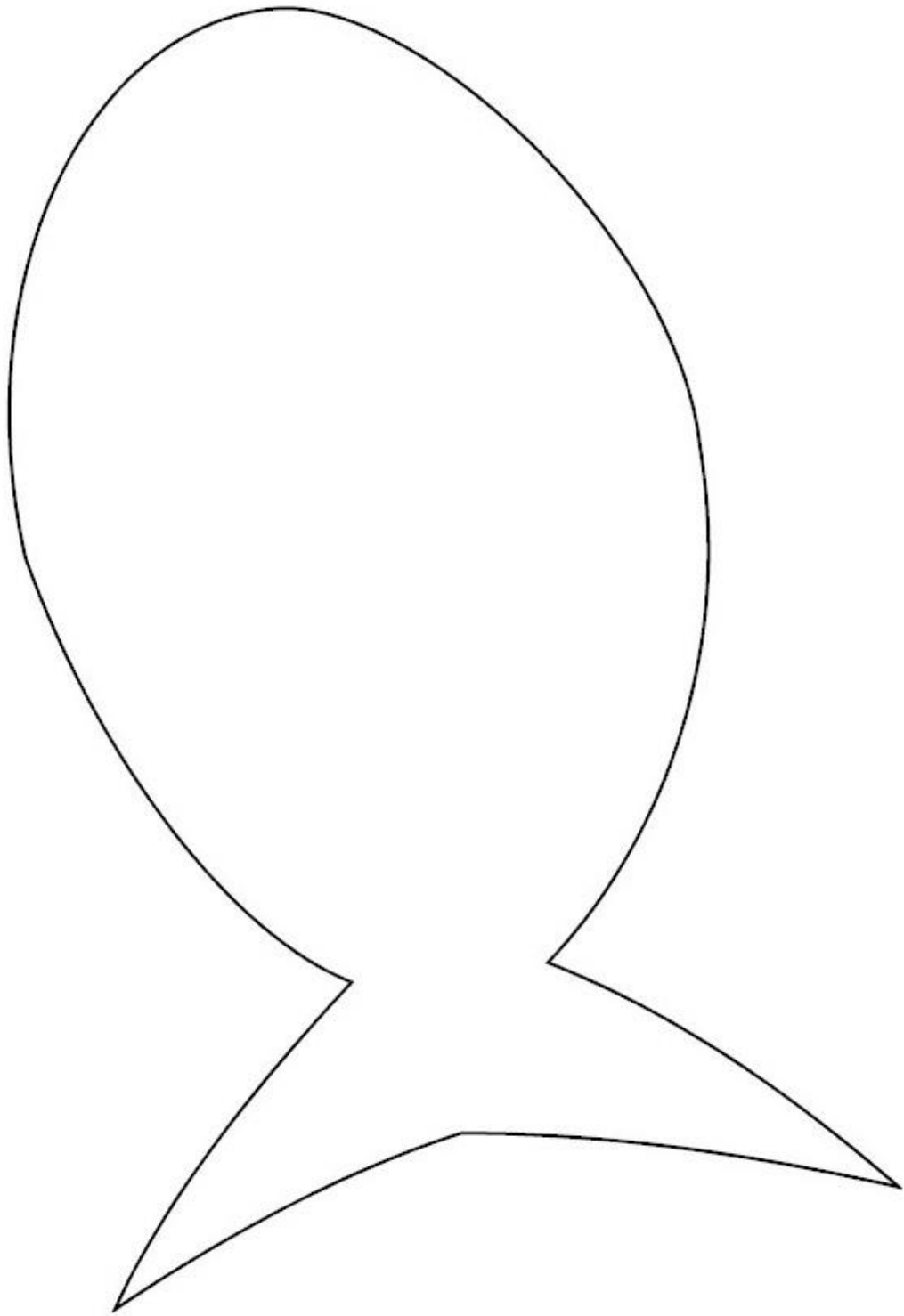
- 1) Once all of the fish are caught, you add up their point values and the winner is the player with the most points.
- 2) Do not use points. Put a star on the back of one fish and whoever catches it is the winner.
- 3) Set a time limit and see who can catch the most fish or points in a certain amount of time.

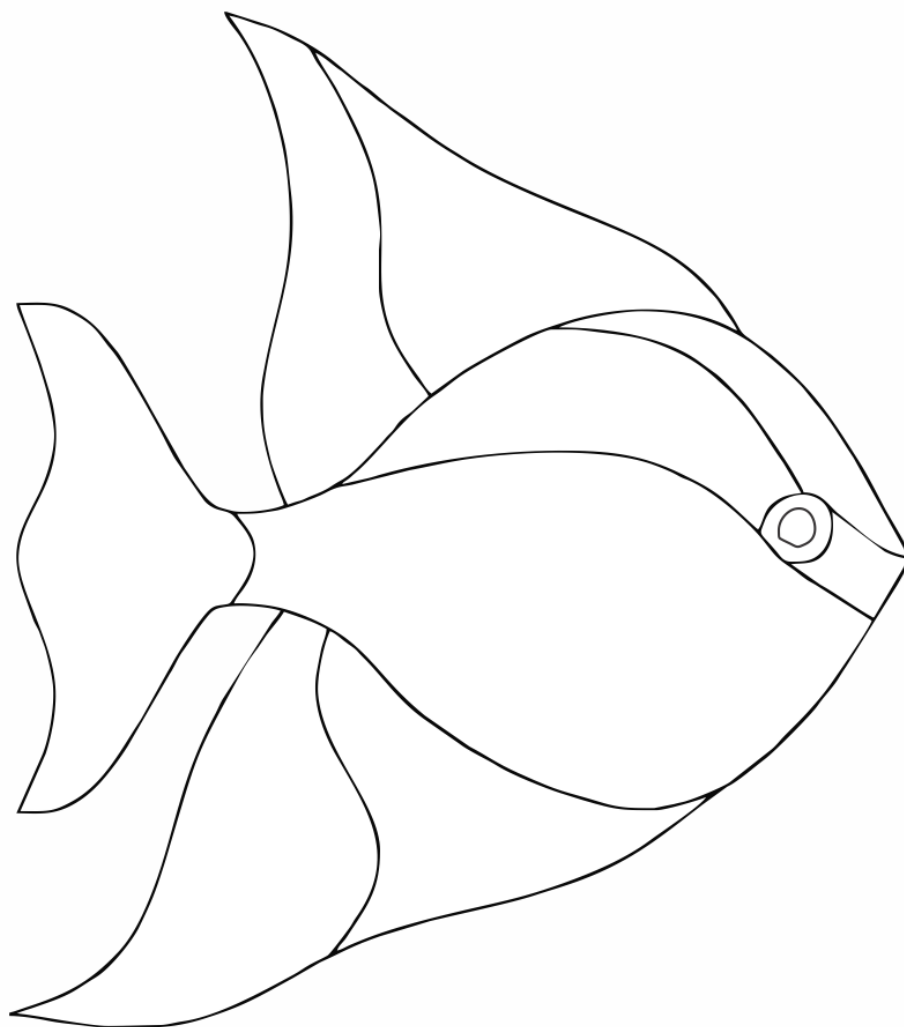
#### **What to submit Friday:**

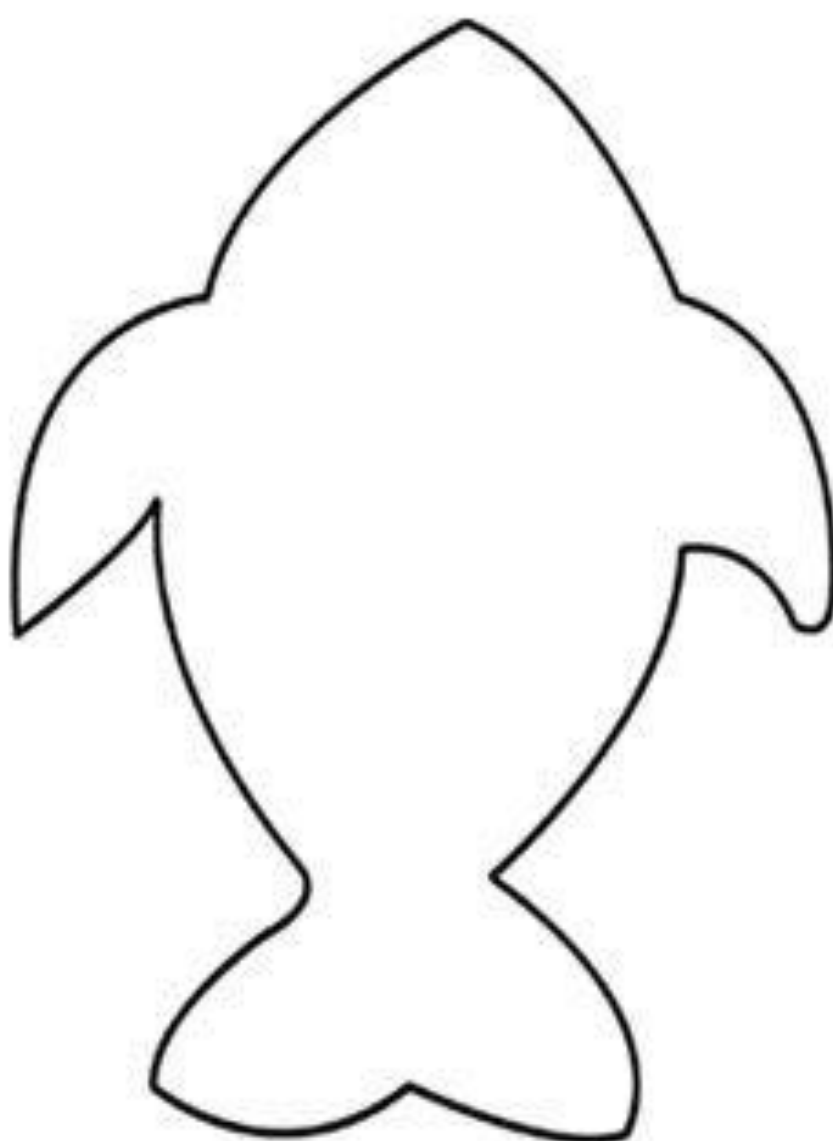
A picture of you participating in your at-home "Fishing Derby"!

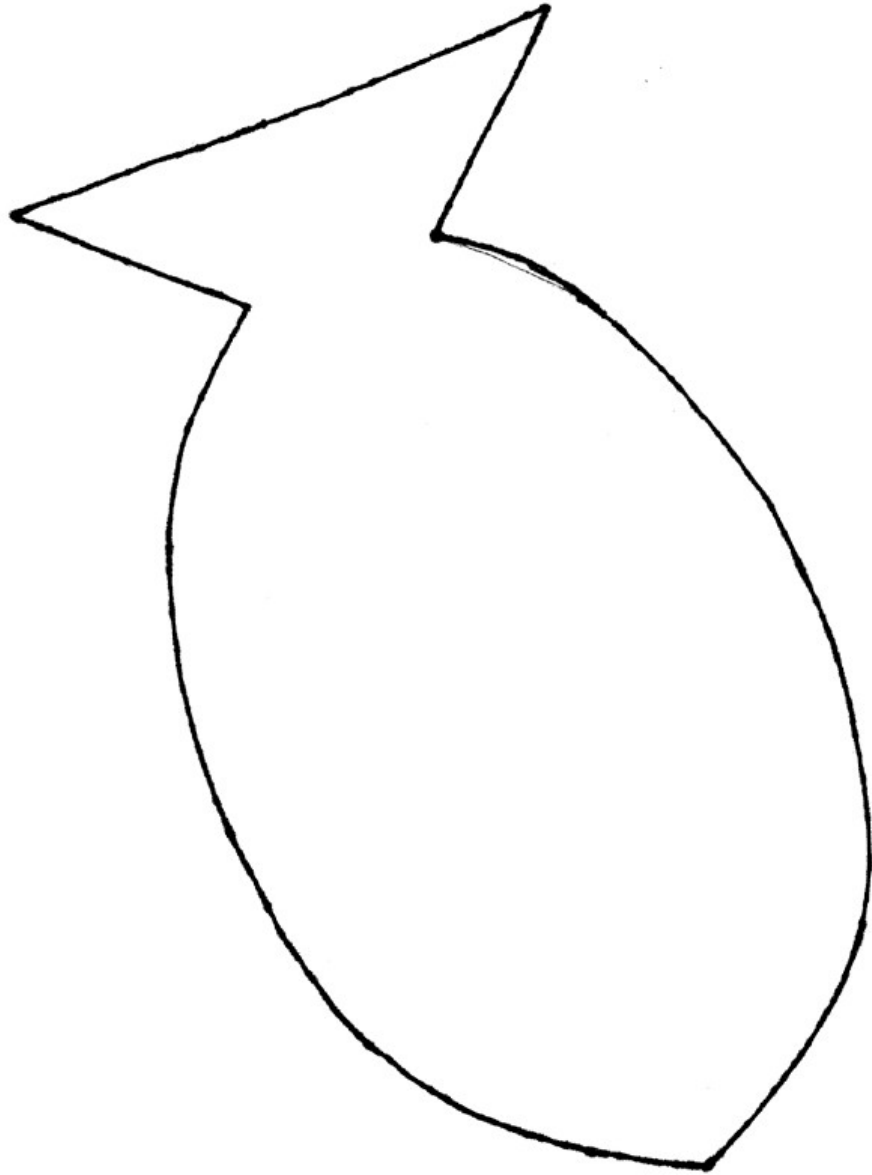
Check out our example on Camp Longleaf's social media!

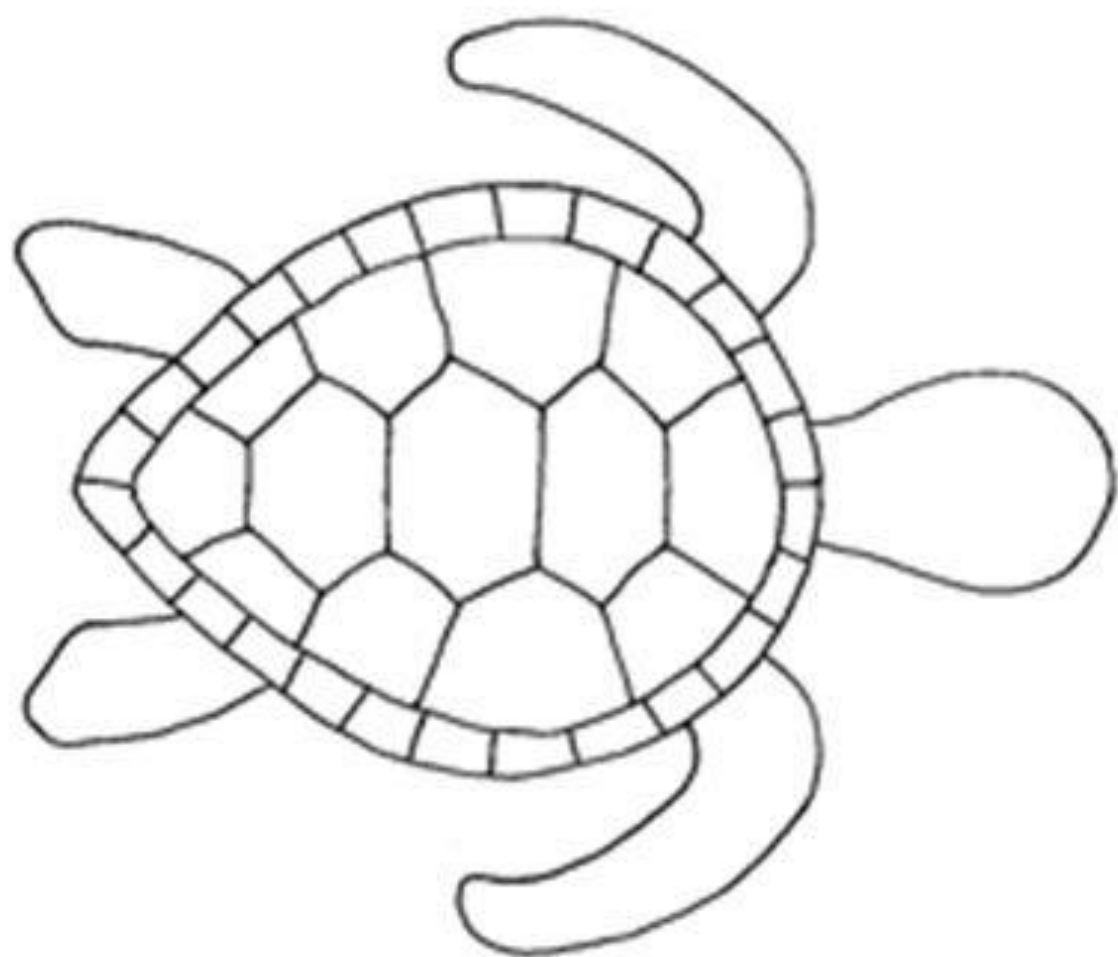












## Point Values

2

4

6

8

10

**Turtle Alert!**  
Put turtle and  
fish back in  
'lake'. Lose all  
points.