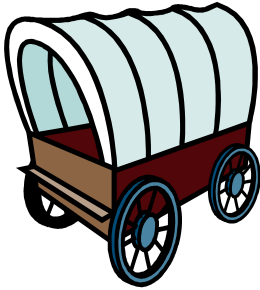
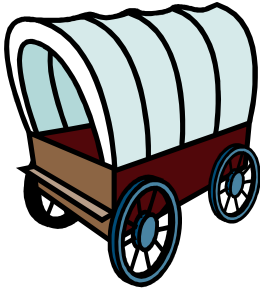


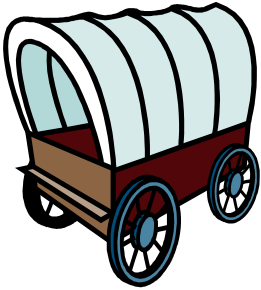
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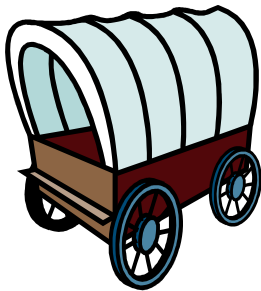
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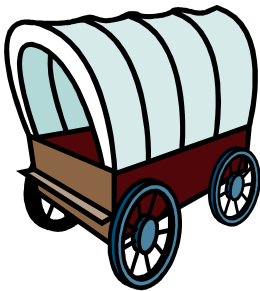
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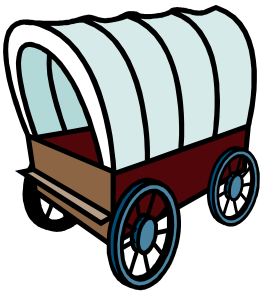
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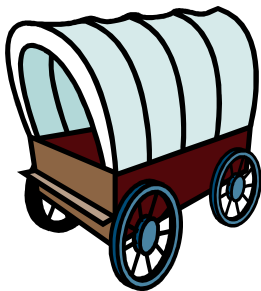
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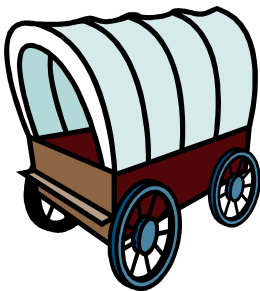
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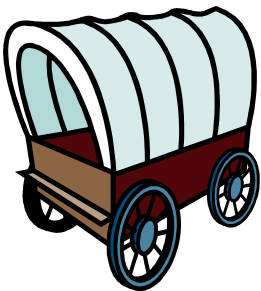
*Pioneers*



*Pioneers*



*Pioneers*



PIONEERS

*VEGETABLES*



*TURNIPS*

PIONEERS

*VEGETABLES*



*BEANS*

PIONEERS

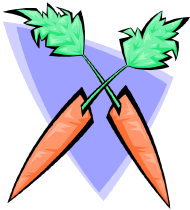
*VEGETABLES*



*SQUASH*

PIONEERS

*VEGETABLES*



*POTATOES*

PIONEERS

*MEDICINAL PLANTS*



*SPRUCE BARK*

PIONEERS

*MEDICINAL PLANTS*



*STRAWBERRY*

PIONEERS

*MEDICINAL PLANTS*



*SWEET BASIL*

PIONEERS

*MEDICINAL PLANTS*



*SUMMER SAVORY*

PIONEERS

*TRANSPORTATION*



*STAGE COACH*

PIONEERS

*TRANSPORTATION*



*HORSE*

PIONEERS

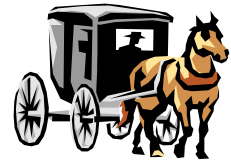
*TRANSPORTATION*



*WAGON*

PIONEERS

*TRANSPORTATION*



*SHANK'S MARE*

PIONEERS

*BOATS*



*BIRCH BARK CANOES*

PIONEERS

*BOATS*



*RAFTS*

PIONEERS

*BOATS*



*STEAM BOATS*

PIONEERS

*BOATS*



*DUG OUT CANOES*

PIONEERS

*VILLAGE BUILDINGS*



*BLACKSMITH SHOP*

PIONEERS

*VILLAGE BUILDINGS*



*GENERAL STORE*

PIONEERS

*VILLAGE BUILDINGS*



*SAW MILL*

PIONEERS

*VILLAGE BUILDINGS*



*SCHOOL HOUSE*

PIONEERS

*BLACKSMITH PRODUCTS*



*NAILS*

PIONEERS

*BLACKSMITH PRODUCTS*



*HORSESHOES*

PIONEERS

*BLACKSMITH PRODUCTS*



*HOOKS*

PIONEERS

*BLACKSMITH PRODUCTS*



*COOKING UTENSILS*

PIONEERS

*CHORES FOR BOYS*



*PLOUGHING*

PIONEERS

*CHORES FOR BOYS*



*HUNTING*

PIONEERS

*CHORES FOR BOYS*



*SHEEP SHEARING*

PIONEERS

*CHORES FOR BOYS*



*BARN RAISING*

PIONEERS

*CHORES FOR GIRLS*



*MAKING BUTTER/CHEESE*

PIONEERS

*CHORES FOR GIRLS*



*GATHERING EGGS*

PIONEERS

*CHORES FOR GIRLS*



*PLANTING*

PIONEERS

*CHORES FOR GIRLS*



*MILKING*

PIONEERS

*CROPS*



*WHEAT*

PIONEERS

*CROPS*



*CORN*

PIONEERS

*CROPS*



*RYE*

PIONEERS

*CROPS*



*OATS*

PIONEERS

*COUNTRIES OF  
ORIGIN*



*GERMANY*

PIONEERS

*COUNTRIES OF  
ORIGIN*



*IRELAND*

PIONEERS

*COUNTRIES OF  
ORIGIN*



*ITALY*

PIONEERS

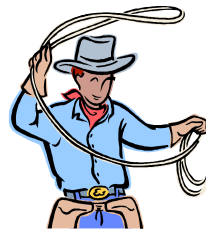
*COUNTRIES OF  
ORIGIN*



*UKRAINE*

PIONEERS

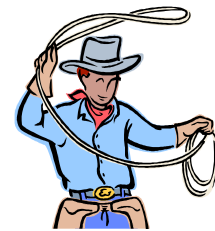
*OCCUPATIONS*



*FARMERS*

PIONEERS

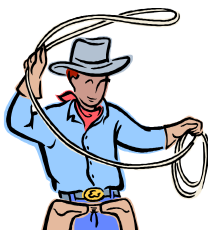
*OCCUPATIONS*



*BLACKSMITHS*

PIONEERS

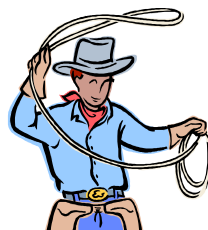
*OCCUPATIONS*



*MERCHANTS*

PIONEERS

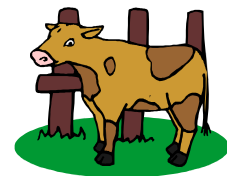
*OCCUPATIONS*



*COWBOYS*

PIONEERS

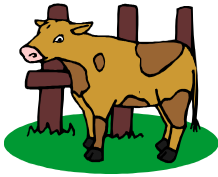
*FARM ANIMALS*



*CATTLE*

PIONEERS

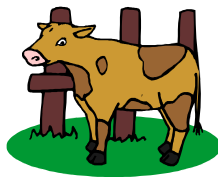
*FARM ANIMALS*



*SHEEP*

PIONEERS

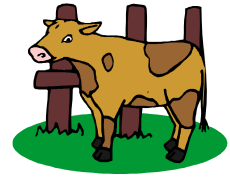
*FARM ANIMALS*



*CHICKENS*

PIONEERS

*FARM ANIMALS*



*PIGS*

PIONEERS

*FAMOUS PIONEERS*



*DANIEL BOONE*

PIONEERS

*FAMOUS PIONEERS*



*LAURA INGALLS WILDER*

PIONEERS

*FAMOUS PIONEERS*



*LEWIS & CLARK*

PIONEERS

*FAMOUS PIONEERS*



*CATHERINE PARR TRAILL*

## **GO FISH CATEGORIES**

1. VEGETABLES
2. MEDICINAL PLANTS
3. TRANSPORTATION
4. BOATS
5. VILLAGE BUILDINGS
6. BLACKSMITH PRODUCTS
7. CHORES FOR BOYS
8. CHORES FOR GIRLS
9. CROPS
10. COUNTRIES OF ORIGIN
11. OCCUPATIONS
12. FARM ANIMALS
13. FAMOUS PIONEERS



## Rules for Go Fish

The object of the game GO FISH is to collect **books**, which are sets of four cards of the same rank, by asking other players for cards you think they may have. Whoever collects most sets wins.

Go Fish is best for 3-6 players, but it is possible for 2 to play. A standard 52 card deck is used. The dealer deals 5 cards to each player (7 each for 2 players). The remaining cards are placed face down to form a stock.

The player to dealer's left starts. A turn consists of asking a specific player for a specific rank. For example, if it is my turn I might say: 'Mary, please give me your 'NERDS'. The player who asks must already hold at least one card of the requested rank, so I must hold at least one NERD to say this. If the player who was asked (Mary) has cards of the named rank (NERDS in this case), she must give **all** her cards of this rank to the player who asked for them. That player then gets another turn and may again ask any player for any rank already held by the asker.

If the person asked does not have any cards of the named rank, they say 'Go fish!'. The asker must then draw the top card of the undealt stock. If the drawn card is the rank asked for, the asker shows it and gets another turn. If the drawn card is not the rank asked for, the asker keeps it, but the turn now passes to the player who said 'Go fish!'.

As soon as a player collects a book of 4 cards of the same rank, this must be shown and discarded face down. The game continues until either someone has no cards left in their hand or the stock runs out. The winner is the player who then has the most books.