

DAY 3 :



Cut out your cards & Now it's time to play!

Try some of the following games:

- Put your SWIMEMON in order from fastest to slowest, or Biggest to smallest, or who might eat who, or which "super power" would win out
- Print two sets and flip them over to play a matching game
- Print 4 sets and establish a rule to play war (for example the faster or bigger fish wins)
- Play Go Fish! or Old Maid
- Print more blanks and create your own world of

SWIMEMON

Be creative and have Fun!

