



# The Fish who Wanted to Dance With the Stars

by Barbara Pinke



**FOLLOW YOUR DREAMS**  
**30 min - 2 h Mini Lesson**

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## GAME PREPARATION

(2-3 players per printable game)

- Print the game base (next page)
- Use your own markers OR print and cut the fish below to use as markers
- Grab a dice

## OBJECTIVE

Help kids understand the weight of supportive behavior vs. discouraging words. Talk about the value of self-confidence and resilience.

## LESSON PLAN

- Read "The Fish who Wanted to Dance With the Stars."
- Explain the power of supportive words to kids, and ask them to identify mean or discouraging behavior.
- Ask if they remember when someone cheered them on or made them hesitate about reaching a goal.
- Get kids in groups of 2-3 and let them play the game.
- Kids may color the game page together if desired so.

## GAME RULES

- Each child places a marker on the bottom right of the page.
- The youngest one starts by rolling the dice and walking the number of bubbles they rolled then it's next player's turn.
- Landing on 3, 10, or 13 means they have to go back one bubble.
- Landing on 6 means they advance two bubbles (encouraging is worth more than being unsupportive).
- Win by reaching the stars.



FINISH

START

15

11

10

9

12

14

13

5

6

7

8

4

5

2

1

3

There is nothing there anyways!

YOU CAN DO IT!

You will never get there!

A fish dancing with the stars!  
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Follow Your Dreams

