

Don't  
get  
stuck!

Frog  
Facts

$$1+1=2$$

$$2+1=3$$

$$3+1=4$$

$$4+1=5$$

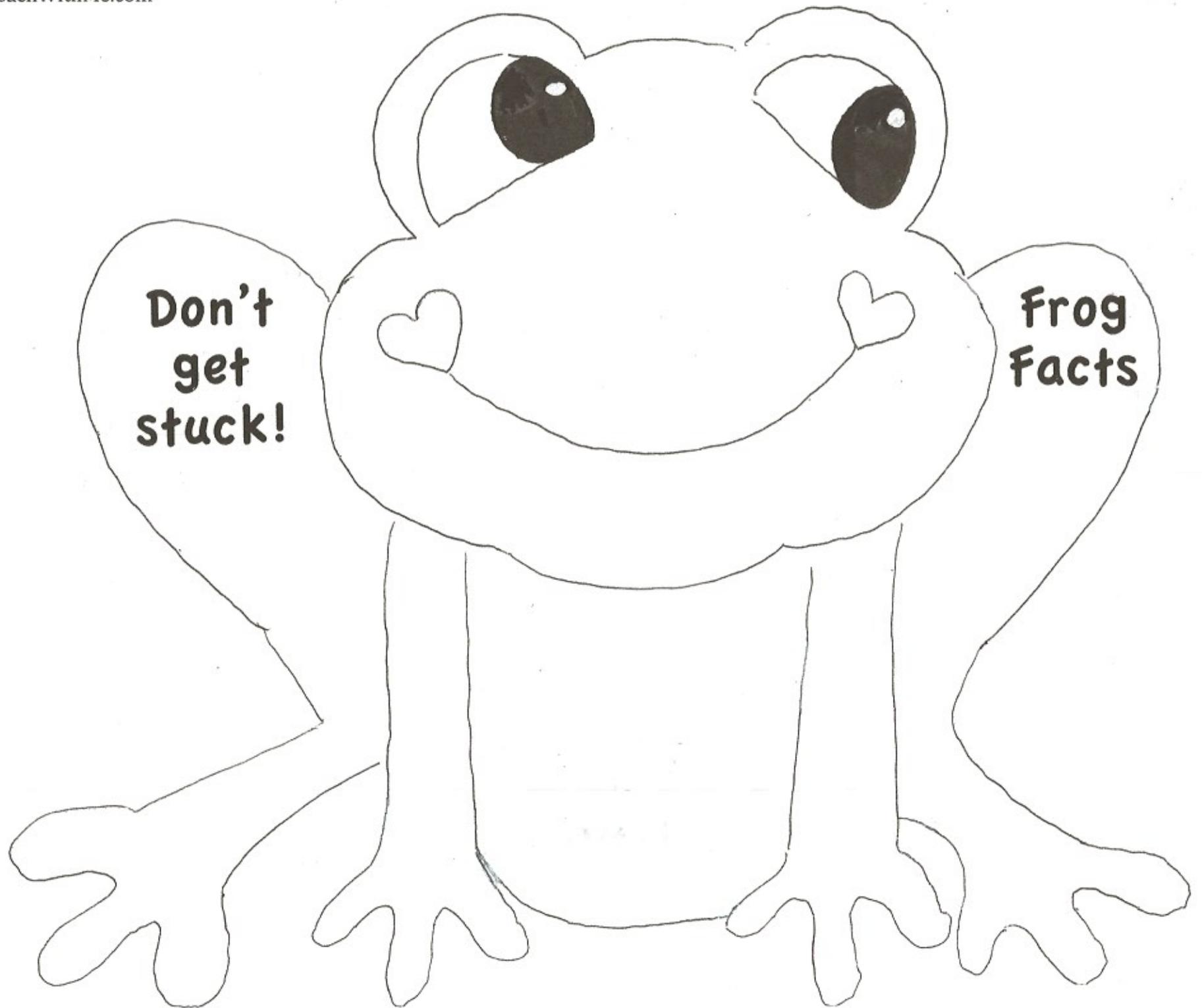
$$5+1=6$$

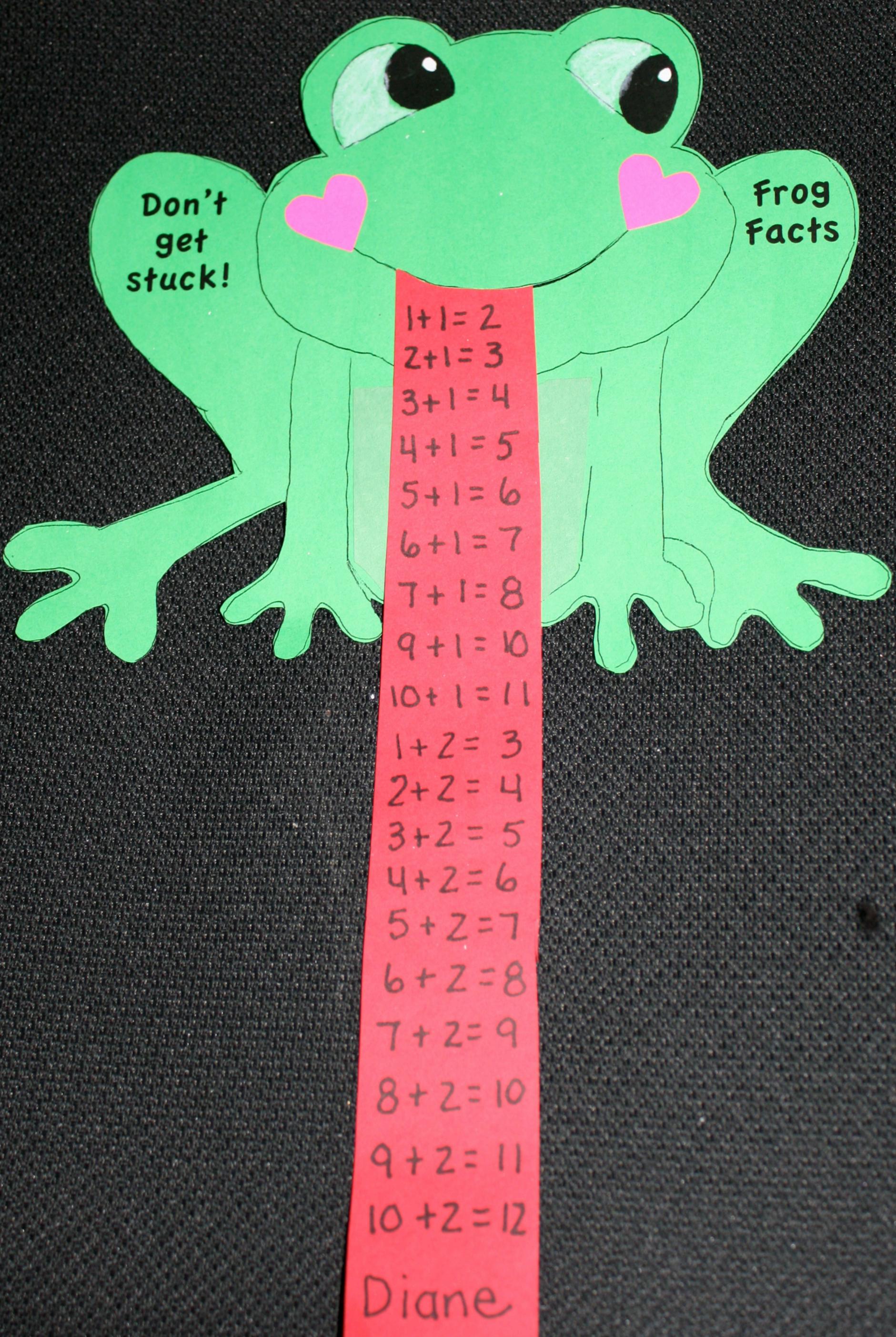
$$6+1=7$$

$$7+1=8$$

$$9+1=10$$

$$10+1=11$$





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$9+1=10$

$10+1=11$

$1+2=3$

$2+2=4$

$3+2=5$

$4+2=6$

$5+2=7$

$6+2=8$

$7+2=9$

$8+2=10$

$9+2=11$

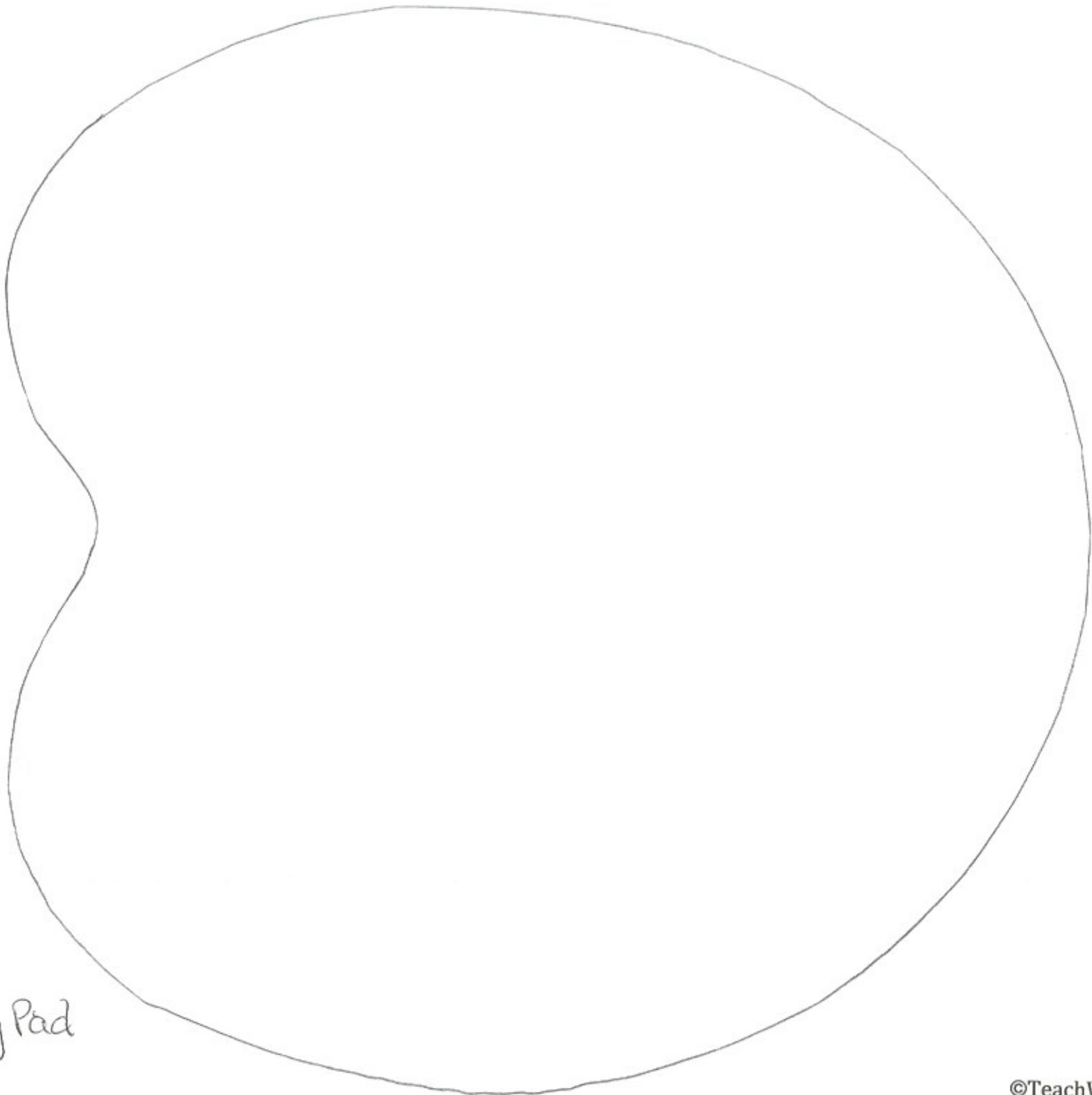
$10+2=12$

Diane

Cut Red "Tongue" Strips out.

Fold end of tongue "down" so  
doesn't slide  
out.

write "math Fact" assignment on board. Students  
write equations and solve problem.



Green Lily Pad



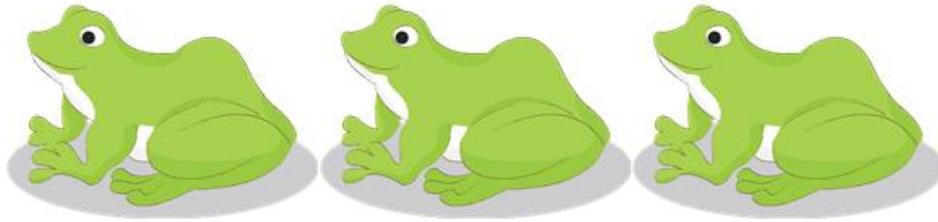
2 4 6 8 10 12 14 16 18 20 3 6 9 12 15 18 21 24 27 30  
5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90  
10 20 30 40 50 60 70 80 90 100  
95 100  
100 100 100 90 80 70 60 50 40 30



Hoppy  
Leap Day

Diane

Hoppy  
Leap Day



One of the first things that come to my mind when I think of leaping is a frog, so I decided to design a few things for **Leap Day** with a frog theme.

Run off duplicate sets of these frog cards and laminate them to make a variety of Leap Day activities.

***Play Leapin' Letters:*** Print the alphabet upper and lowercase letter cards on two different shades of green construction paper to make playing a Memory Match game easier.

Students pick a partner and flip over an uppercase letter and then try to match it to its lowercase partner.

Play continues 'til all of the cards have been matched. The student with the most pairs wins the game.

Play ***"I Have...Who Has?"*** Put card-pairs in a basket/bag/box. How 'bout a kangaroo pouch?

Start with the person who has the letter A who says: ***"I have uppercase A who has lowercase a?"*** Students lay the cards in sequential order on the carpet.

Finish off the game by pointing to the cards and singing the ABC song.

You can also mix in **"Kaboom"** bomb cards into the bag.

Children each choose a card from the pouch and keep it hidden.

Teacher also chooses a card. She shows her card and tells what she has and then calls on a student. They show their card and tell what they have.

If they have a bomb card, everyone yells "Kaboom!" and both the child who called on the bomb-card child, and the child with the bomb, are out of the game.

Play continues 'til there is only one child left.

Scatter the cards all over the floor and have students leap around finding them.

When they are all picked up, have students hop over to the carpet area and sit in a circle. Arrange the cards in correct order by counting by 1's, 2's, 3's, 5's etc.

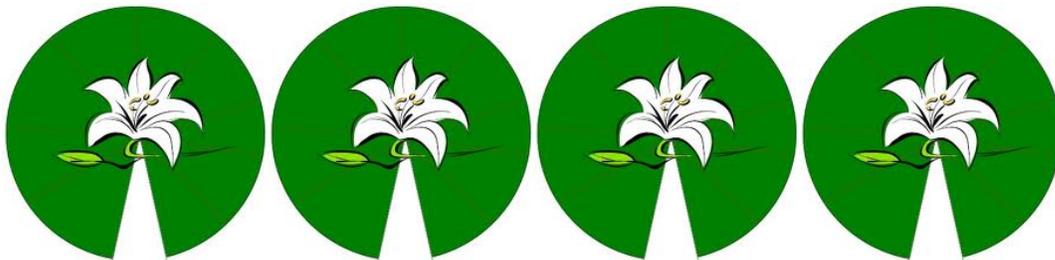
Decide which concepts you want to reinforce for **Leap Day**, run off those pages and have students make Itty Bitty booklets by tracing the numbers/letters, cutting out the individual cards and then putting them in appropriate order and stapling them into a mini-Leap Day booklet.

My Y5's really enjoyed making, sharing and collecting these "just-my-size" booklets.



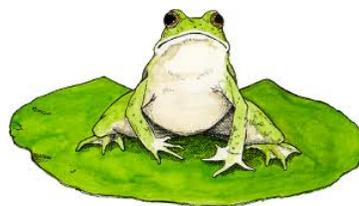
To get the wiggles out show students how to play "Leap Frog." Set a timer to ring in five minutes. Have students keep track of how many children they have jumped over.

Take this leaping activity a step farther and make large lily pads cut from green tag board.



Scatter them within leaping distance and write sets of skip-counting numbers on them. Have a set for counting by 2's, 3's, 5's and 10's.

Program a set for younger students to count by 1's to whatever number you want them to count up to.



Have students leap from lily pad to lily pad skip counting as they go.

I adhere them to the floor with duct tape so children don't slip.

To end the activity run off my "Hoppy Leap Day" lily pad on lime green paper. Students trace the numbers and make a 3-D lily out of a coffee filter.

Using a protractor, poke a hole in the center of the lily pad.

Hold the coffee filter in your left hand; pinch the bottom center with your right and twist.

Wrap a piece of scotch tape around the twisted "stem" to hold it in place and then use another piece of scotch tape to stick it to the back of the lily pad.

Print off my "Hoppy Leap Day" sticker labels. Students trim the edges and stick one to their lily pad for that finishing touch.

For more number fun on **Leap Day**, I've also designed "**Don't get stuck!**" **Frog Facts**.



A frog's tongue is extremely sticky so they can zap insects for a tasty meal.

Children will enjoy writing fact families on the frog's tongue.

Choose a specific number or two, have students write the equations on the frog's tongue and then solve the problem.

Keep the tongues flat, or for a fun fine motor skill, have students roll the red or pink paper tongue strips into a coil using a pencil or crayon.

They'll look like those party favor horns and can be unrolled to reveal the "secret" solutions!



Reward everyone with a certificate of praise.



Another game that you can play as a reward for a job well done counting is "Hot Frog, Lizard, Rabbit or Kangaroo!"

This is played just like Hot Potato. Children sit in a circle and you play some jumpin' jivin' music.

They pass around a stuffed frog, lizard, rabbit or kangaroo. When you stop the music every few seconds, the child holding the "Hot" thing is out of the game and has to Leap out of the circle.

Students who are out of the game, leap around to the music, 'til there is only one child left who is the winner.