



**FROG ODYSSEY**  
by  
**Juliet and Charles Snape**

Albert is forced to make a tough decision. The pond which has always been his home is no longer safe; in fact, it is about to be filled in by the construction workers. They must move and find a new pond that will be perfect for all of them. As you read the story, and travel with them, you will find yourself jumping with them. You will understand some of their strategies and problem-solving techniques.

These same problem-solving techniques can be applied to the *Frog Pond Game* found in *Frog Math: Predict, Ponder, Play, a Teacher's Guide* from the Lawrence hall of Science *GEMS* series. Try your hand at this adaptation of the ancient Chinese logic game known as NIM, and see if you can catch the "magic" frog.

**MATERIALS:** Frog Pond game board, 10 small plastic frogs

**ACTIVITY:** This game will be played by 2 players. Place the frogs on the game board. Decide who will go first. Both players are frog catchers; they may catch 1 or 2 frogs at a time. The last frog is the "magic" frog. This is the frog you want to catch! Then tell the students that last frog is the poison frog. They will have to rethink their strategy not to catch the poison frog!

**SOURCE:** LHS *GEMS* Guide, *FROG MATH*. Used as a *GEMS* Leader.

**STANDARDS:**

**BSL:** 1.3, 1.5, 3.3, 5.3, 5.4, 12.3, 12.8, 12.12

**NCTM:** 1a, 3a, 4c, 4d, 6a, 6d

**SCS:** C1, C3, F4, H3, H4

Snape, Juliet and Charles. Frog Odyssey. Simon & Schuster, 1991. ISBN#0-671-74741-X.

# Frog Pond Game

