

Jumping on the Lily Pads

YM | YOUNG MATHEMATICIANS

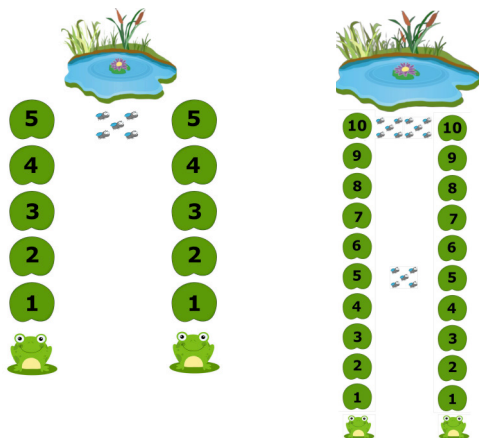
Players 1-2 Ages 3+ 5-10 min

GOAL

Roll a die or dice and jump your game piece to the end of the board.

MATERIALS

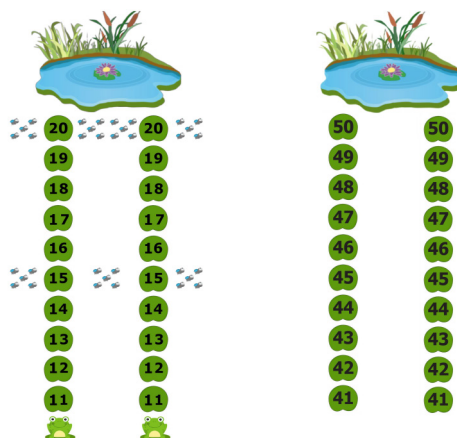
Lily Pad game board 1 to 5 or 1 to 10



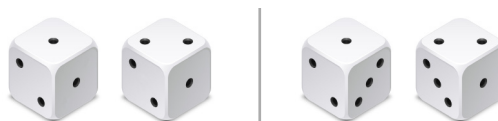
2 frogs



For later games: 11-50 game boards



You can make special dice by drawing 1, 2, or 3 dots on a cube



VOCABULARY

Closer
Farther
Forward/backward

QUESTIONS

Which frog is closer to the pond? Which is farther?
How many more does your frog need to get to the pond?
What number do you hope you'll roll? Why?

HOW TO PLAY

1. Before playing, create dice with only 1 and 2 dots on them. You can make these dice by drawing dots on a wooden cube or on a piece of paper folded into a cube. If your child is ready for higher numbers, make dice with 1, 2, and 3 dots.
2. Set up your lily pad board, two frogs and dice.
3. Place each frog token on the picture of the frog below the number 1 (home).
4. Taking turns, children roll the die or dice and jump forward that many times.
5. Play continues until children's frogs land on (or past) the final number and go for a swim in the pond.
6. After a swim, children can hop all the way back home.

Advanced variation: When children are ready, the next stage in this game is to play using a skill called counting on. Counting on helps you combine numbers quickly. For example, if you have 3 plus 5, instead of starting at 1 and counting to 8, you can count on from 5, counting 6, 7, 8. Counting on is an important skill that children will use for addition later on.

TIPS FOR PLAYING

- You can change the theme of this game to anything your child is interested in. It could be jumping on dinosaur prints, or jumping on flowers with a butterfly or a bee, or any other topic that your child might like.
- You can also play this game on a "number path" that you make on the floor or that you draw outside with chalk. The kids become the frogs, hopping along!
- If everyone agrees, you can change the rules. For example, **you can decide that you need to roll the exact number to swim in**

the pond or any roll that puts you on or past the pond.

- Playing games with a friend, or in a small group, also fosters social and emotional skills like being patient, taking turns, and solving problems collaboratively. Games with an element of competition also give children an opportunity to practice winning and losing graciously and with respect.
- You can also play this game using dot cards instead of dice. **Use a deck of cards with dot quantities and numerals that your child is ready for.** Then take turns drawing the top card from the deck to see how far each frog can jump.

WHAT CHILDREN ARE LEARNING

- **When kids roll the die and recognize the number of dots they rolled,** they are practicing a skill called subitizing. Subitizing is the ability to quickly recognize quantities. Kids get lots of practice subitizing in this game because when they roll, they really want to know immediately what number they got so they can move their frog forward.
- This game also helps kids understand that numbers are spaced equally apart. One thing that's really important in early math is the idea of number magnitude and comparing numbers, knowing that the 2 is one more hop than the 1, just like the 10 is just one more hop than the 9.
- Many children may not have yet had much experience with board games. Help them understand that, when they roll a 3, they move 3 spaces forward. Make sure they jump forward from the space they are on rather than doing their first jump on the space that they're already on.

MATH TOPICS

Number: Counting and Cardinality

Number: Operations

VIDEO



Watch Game Video

View the QR code in your smartphone's camera app or QR code reader to watch a video that shows how to play Jumping on the Lily Pads.