Hopping by Two’s

Purpose & SOL
- Students will skip count by twos in order to assemble a puzzle.
- SOL 1.2 & 2.4a

Materials
- Frog puzzle pieces (laminated and cut apart), one set for each team.
  https://www.teacherspayteachers.com/Product/Count-by-2-Puzzle-Freebie-1536392

Introduction
Pretend you are a frog and “frog-jump” by 2, 5 and 10. Students do not know they will create a frog. Or, use a few of the Brain Breaks if appropriate!

Implementation
1) Do not tell the class what the skip-counting pattern is, that is part of the “learning.”
2) Place a cone per team where you want the team to begin. (4 or 5 teams depending on class size)
3) At another cone, place the puzzle pieces upside down to be gathered and returned to “base.”
4) Divide students into as many groups as you wish.
5) Students line up behind the cone and “hop” to collect one puzzle piece at the other cone. (you determine distance)
6) When the entire team has collected all the pieces, “hands up” and then provide Part II directions. (if needed)

Part II
7) After all the pieces are back at base, students will put together the pieces in the correct order.
8) When they finish students will “hands up” and teacher will check the finished puzzle.
9) The final puzzle will be a “frog.”

Cool Down
Using the completed puzzle, skip count by 2, exercises the students think a “frog” might complete!

Modifications
After students master the game, you can time the teams on gathering pieces and going straight to assembling the puzzle.

This can be a partner activity if you make enough of frog puzzle sets.

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