

**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>

**Length**  
25 min.

**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****Retrieval**

- 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.

