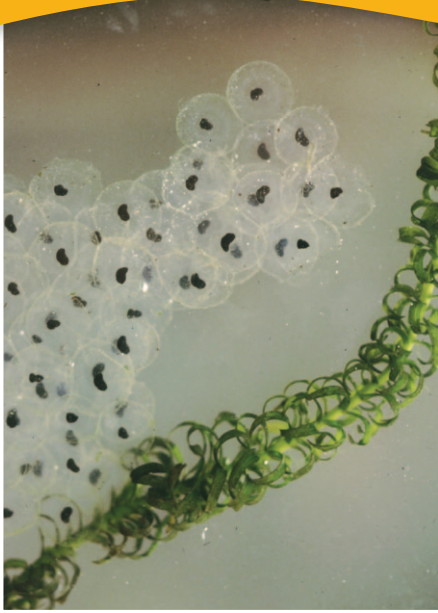


Frog Life Cycle Game

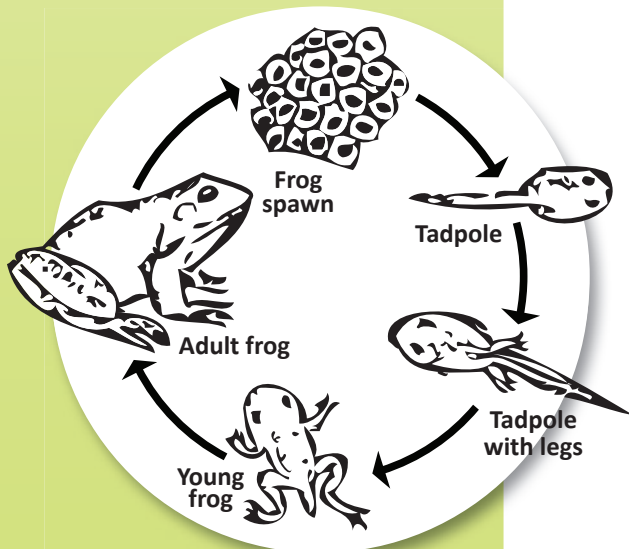


A game to encourage understanding of amphibian life cycles through an active drama and introduces themes of predation and why frogs lay so much frogspawn.

Equipment List

- Rope or chalk to define the pond area
- 100 cards in 2 different colours
- Predator headbands saying “newt” or “heron” etc

This activity is suitable for both indoor and outdoor use.



Instructions

1. Sit the group around the “pond” and describe the different areas where plants and animals might live.

Talk through the frog life cycle, describing each stage:

- Frogspawn
- Tadpole - back legs then front legs develop
- Tail absorbed
- The little frog is ready to hop out of the pond.

2. The group will act each stage out with actions and noises, such as “chomping” through jelly and hopping. Go mad!

1. Become frogspawn- get the children to scrunch up into small balls in clumps around the edge of the pond.
2. Eat the jelly. Munching noises!
3. Grow tails. Swim around the pond and explore.
4. Grow back legs. More movement.
5. Grow front legs. Practise all those swimming strokes!
6. Tail absorbed into body. Hop out of the pond.

Practise these until the children are happy with all stages.

3. Identify an area outside the pond that is a safe haven for adult frogs. Play the game with the complicating factors to see how many adult frogs make it to the safe area.

Complicating factors:

- Food Shortage. Use the cards as food tokens. At each stage of development, each frog must collect 3 cards in order to survive and develop to the next stage.
- Predation. Send in newts and herons to “eat” the developing frogs in the manner of a game of tag.

4. Discuss with the children how difficult it is to survive in a small pond.

