



Martin Nedergaard Andersen

Get familiar with the elements

1 Stepping Stones

6 small stepping stones with animal footprints
6 large stepping stones with animal footprints



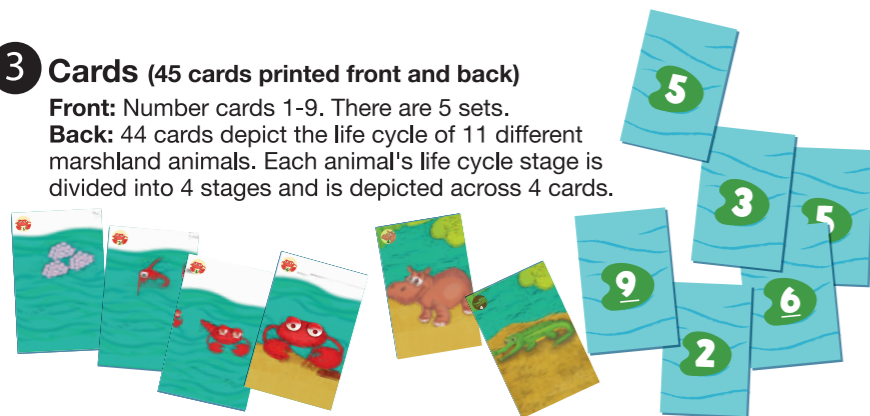
2 3 Dice (1 Number die, 2 Animal footprint dice)

Animal Dice: Each die has footprints for 6 different animals.



3 Cards (45 cards printed front and back)

Front: Number cards 1-9. There are 5 sets.
Back: 44 cards depict the life cycle of 11 different marshland animals. Each animal's life cycle stage is divided into 4 stages and is depicted across 4 cards.



Set up (for games 1 & 2):

Agree on a start and a finish line.
If played indoors it can start in one room and end in another, or it can be within a room from one end to another.

In each of the games you play there are some shared rules:
1. To move a stepping stone, you must stand on another stone yourself.
2. You can never touch the floor. If you do, you must take one step back.
3. You are not allowed to push the other players – they are your friends after all, right?

Game 1: (2 to 6 players)

Object of the game:
Be the first to get from start to finish by stepping, jumping or leaping from stone to stone without touching the “water” (i.e. the floor).

Set up:
• Each player gets a set of **2 stepping stones** (1 small and 1 large)
• Keep the **number die** close-by.

How to play:
• All players stand behind the starting point holding their stepping stones in their hand.
• The youngest player starts the game by rolling the number die.
• The number die tells how many steps you can take to move forward
Example: If you roll a 1, place a stone in front of you (as far as you can reach and jump without falling into the “water”) and jump to it. If you roll a 2 or 3, you get extra moves. In this case, while standing on the current stone, you place the next stone in front of you (as far as you can reach and jump without falling into the “water”), jump to it and pick up the first stone. You repeat the same for the 3rd move.
• Take turns rolling the die.

Winning:
• The first player to reach the finish line wins the game but remember that all players must have an equal number of turns.
• In case more than one player passes the finishing line during the same round, you have more than 1 winner.



Game 2: (2 to 4 players)

Object of the game:
Be the first to get from start to finish by stepping from stone to stone without touching the “water” (i.e. the floor).

Set up:
• Each player gets a set of **3 stepping stones of different animal footprints**.
• Keep the **number and both animal footprint dice** closeby.

How to play:
• The game is played as before in Game 1 except this time on each turn, a player rolls the number and both animal footprint dice.
• When you roll the dice, the animal dice tells you what stepping stones to use. You can choose the order you use them in.
• You **CAN ONLY** move forward when you have the mat of the same footprint as on the dice rolled.
• E.g. If you roll ‘1’ and “tiger” & “deer”, and you have both tiger & deer stones, you can choose the stone you want to use but can take only 1 step.
• If you roll ‘2’ and “tiger” & “deer”, and you have both the stones, you can take 2 steps and choose the order of stones.
• If you roll ‘2’ and ‘tiger’ and ‘tiger’, but have only 1 stone with ‘tiger’, you can then only take 1 step forward.
• If you roll ‘3’ and “tiger” & “deer” and have both the stones, you can take 3 steps and can repeat one of the animal stones.
• If you roll a number greater than 1 and “tiger” and “deer” where you have only 1 of the animal stones rolled, you can only take 1 step.

Winning:
The first player to reach the finish line wins the game.

For added challenge and fun: (Game 1 & 2 with cards)

Number fun:
• In both games 1 & 2, you could decide to play with cards.
• Decide the task variation from the examples given.
• For each of the variations, decide the number of cards you want to spread out. The cards must be placed with the number facing up.
• There are 5 sets of cards numbered 1 to 9. Different games will require you to choose the variety of numbers or the number of sets of numbers that you want to include in the game.
• The number of cards to spread out would depend on the number of players and the space that you have available.
• The players must jump from stone to stone and collect cards on their way to the finish line.

The possibilities are enormous and you can vary the level of challenge depending on the age of the child.

For PreK-K
Number recognition: Pre-decide a number and reach the finish line with a card of that number.





For younger children you can choose to put cards of only the 'pre-decided' number and one other number between the stones. You can add more numbers depending on the Grade level.

- Counting:** Pre-decide how many cards would you want to reach the finish line with. Cross the river collecting that many cards, eg. 3, 4 or 6 cards. The card spread out would depend on the number that you decide and the challenge you want.
- Number discrimination:** Spread 10-15 cards that have a mix of 2 or 3 different numbers. e.g. Spread 10 cards which have numbers 6 and 9 on it and ask the children to cross the river by collecting only number '9's'. You can specify the number of '9' cards you want children to collect.

For Grades 1-4

- Increasing or decreasing series:** This can be a lot of fun. Decide a number of cards that children have to collect before crossing the river e.g. 3 and whether the criteria is 'increasing' or 'decreasing.' If it is '3' cards and 'increasing' the player must collect each subsequent card that is larger than the one s/he previously collected. e.g. if the player starts with picking up the 1st card that is '6', then the next card can be any number above 6. And the third card should be larger than the one s/he last picked. e.g. 6 then 8 then 9. If you get 6, then 9, decide whether you want to pick it up or not!
- Odd or even numbers:** Ask the children to cross the river collecting a pre-decided number of only odd-number or even-number cards. e.g. if the criteria is 'collect 3 Odd number cards.' The winner will be the player who has crossed the river having collected 3 cards e.g. number 1, 5 and 7 or 1,3,5 or 3,3,3 also.
- Addition:** Decide a number and the players must then cross the river collecting number cards that add to the chosen number. e.g. if the number is 12, the players may collect "2+7+3" or "6+6" and so on.
- Greater than:** Choose a number and the players must then cross the river collecting cards that add up to a value greater than the chosen number.
- Less than:** Choose a number and the players must then cross the river collecting cards that add up to a value lesser than the chosen number.

Life cycle cards game:

Tired of jumping around, sit down to play a quick game of cards.

Object of the game:

Be the first player to collect a set of 4 cards that depict the life cycle of an animal.

Set up:

Remove the card with the game logo. Shuffle the remaining 44 cards with number side face up.

How to play:

- Each player gets 4 cards and the remaining cards are set aside by the dealer.
- All players can see their cards.
- The first player picks a card from the deck and passes on a card face down to the next player.



- The next player takes the card. If it adds to his/her life cycle set, s/he keeps it and passes another card on. Else, you could pass on the card you just received.
- The last player puts his card in a discarded deck which can be used if the initial deck runs out.
- When a player has a full set s/he keeps passing on cards but s/he quietly sticks out his/her tongue as a sign that s/he has collected his/her set.
- The other players also stick out their tongue when they see the first player do it and the last player to do it loses.
- The next round is played without the player who has just lost. The player who made the set puts it aside next to him/her and takes another 4 cards from the deck.
- The game continues the same way.

Winning:

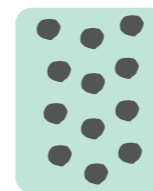
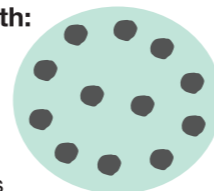
The winner is the player with the maximum number of life cycle sets.



Game 3: Walking path Challenge (Whole class, small group or individual)

- Use the Stepping stones to form a path from one end of the room to the other (or down the hall, in the playground, etc.).
- A child rolls an animal footprint die.
- For each animal rolled, s/he sets down a matching stone.
- Take turns to roll the die and set down the stones until they can make a complete animal path.

Possible variations for setting a path:



- Once the path is made, the challenge is on! The challenge is to reach the end of the path.
- Players take turns to roll the die and only step on the animal stone that is rolled.

Fun variation: Encourage children to make movements and sounds for the animals as they walk across their corresponding mats.

Team games:

Cooperation Stones: Cooperate your way to victory! 4 to 9 players

- First mark your course with a starting line and a finish line. Make sure you have a large enough space.
- Next, players split up into 2 or 3 teams of three.
- You can vary the level of challenge by deciding the number of stones that will be given to each team.



- Easy: Each team gets one more stone than the number of players on the team. If your team has 2 people, your team will get 3 stones.
- Medium: Same number of stones as the number of players
- Difficult: Each team gets 1 stone less than the number of players on the team.
- Players work together to move the stones from one end of the river to the other without letting their team members fall off.
- If somebody steps on the floor, their whole team has to start over.
- Try to figure out the fastest way to get your whole team across the course and back. The first team to make it across the river are the winners.

Stones, get set, GO!

TAG

Play a version of Tag game, where the stones are safe spaces.

Hunter! Put the stepping stones on the ground to serve as dens for all the "animals." One child gets to be the hunter. When the hunter calls, "Meal time, cross my path," the animals have to move to a different den. If, while out of a den, the hunter tags a player, the tagged player then becomes the hunter.

Memory

- Place all the stones face down in a square pattern, arranging stones in a 3X4 grid.
- Take turns to step on a stone and see what footprint is underneath it. Jump to another stone and see if you have a match. If you've collected a pair of same footprint stones, they are yours. If not, turn them back again.
- The next player continues.
- The winner is the player with the maximum number of matched pairs.

Variation: You could also play the memory game in pairs. On each turn, both players in the pair jump on 2 different stones to find a match. The rest of the game is played as before.

Energisers:

- Spread the stones around the room and let each child choose a stone to stand on.
- Roll the number and an animal dice + Give a direction (action movement): Call out what is rolled. e.g. "2" and "Bear" + "stomp". Children standing on the bear stones will stomp 2 times. Possible action movements: Jump, hop, skip, marching on the spot etc. Get creative

Variation: You could add a rule saying that all children standing on mats apart from the animal rolled will perform the action. e.g. if you rolled "bear" then children standing on the 'bear' mat will not perform the action.

