



36 movement cards
12 frog cards

Game by Neta Siloni

Suitable for a competitive group game - each team will send a new player to the track in each round. Can also be played as a relay race.

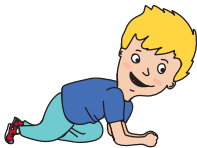
For any age and any group!

- ✓ **Following instructions**
- ✓ **Quick responsiveness**
- ✓ **Cooperation and teamwork**
- ✓ **Balance**
- ✓ **Coordination**
- ✓ **Concentration and precision**

The goal:

Collect three frogs.

Are you ready?



Decide on your track. It can be long or short, straight, or curved, indoors or outdoors.

Make sure there are no obstacles along the way, such as sharp objects, broken tiles, etc.

Define your track start and finish lines.

The recommended length of the track is at least 10 meters (about ten big steps).

Place the movement cards in a pile facing down.

Place one frog card at the end of the track.

Take 3 cards from the pile and place them - facing down! - and put them along the way to the frog, preferably in equal spaces from one another. The first card will be placed in the start of the track. Select two players to stand next to each other in the start of the track.

Let's Go!

One of the players turns up the first card. Both players move quickly according to the movement illustrated on the card.

The first one to get to the next card turns it over and puts it back - and moves along accordingly. So does the next player and so on.

The first player to get to the frog card takes it and jumps like a frog, while holding the card, back to the start of the track.

At the end of each round place new movement and frog cards.

The first player who collects three frogs is the winner!

In a group game

- the first team which collects three frogs together is the winning team.

