



A Frog's Life – Life Cycle Game

Aim

Students will follow the life cycle of a frog and become aware of some of the threats it faces as it matures

Materials:

- One copy per game of the spinner, game board and coloured cards (54).
- Tokens for students or teams (can be anything)

Activity:

1. Choose tokens for use in the game and give one to each student. *Students could draw or create their own frog game tokens with their name on them.*
2. Divide your students into groups of 4-6.
3. Explain the following directions to the class:
 - Shuffle the colour cards (green egg card, yellow tadpole card or red frog card) in individual piles and place colour side up.
 - Put your frog token on the white start position.
 - Spin the spinner and hop ahead that number of spaces
 - If you land on a coloured space, take a card of that colour and follow the instructions on it. Place the card upside down at the bottom of the pile. Shuffle the pile when all cards have been used and turn colour side up again.
 - If a coloured card sends you ahead or back onto another colour, do not take a new card. Only take a card when you land on a coloured square after spinning the spinner.
 - Now let the next person take their turn.
 - Continue taking turns until your frog makes it to the white finish position.

Summary:

With your students, discuss the following questions:

1. What types of predators tried to eat the frogs? Which predators were native to the ponds? Which predators were introduced?
2. Name two natural occurrences that affected your frog.
3. Name three factors that prevented all of the eggs from hatching.
4. Name two things that caused the adult frogs to die or disappear.
5. How did humans affect the frogs?
6. Why does a frog lay so many eggs?
7. Describe frog metamorphosis.

Extensions:

- Have the students write a research report on a species of frog. Have them include where their animal lives, what and how it eats, and other interesting information. Have them share it with the class.
- Once the animals are researched, have the students create a mural showing where their frog lives.
- Have each student choose a different type of frog and play the game doing the maths to see how the different number of eggs they laid affects survival.