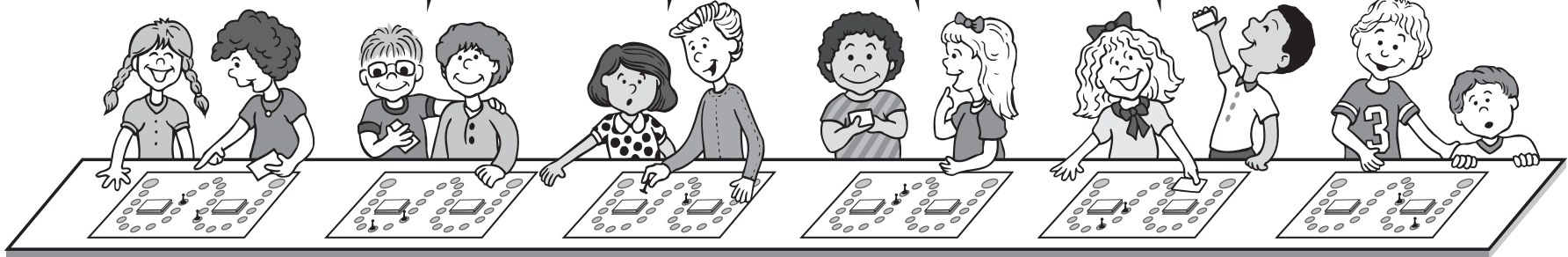


We use the self-checking games to practice the skills we need with a partner!



RULES FOR FROG CLASSROOM LEARNING GAMES

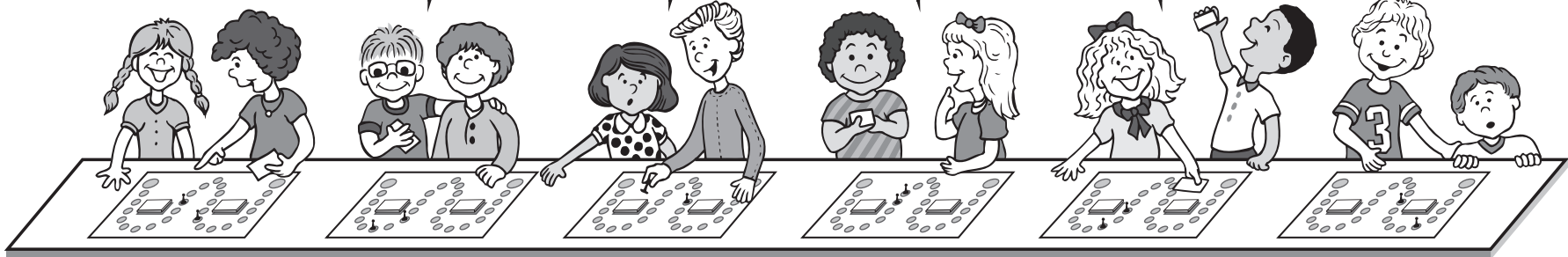
Before students play for the first time, the instructor should read the Teacher Card for the packs to be used, do three or four of the cards with the students, and ensure that they understand what they will be learning, how to figure out the answers, and how to check their answers. Also explain and demonstrate the courteous behaviors they are to use while playing and learning together.

1. Two or four may play on each gameboard. The games are best for two sitting side by side.
2. The students select ANY FROG GAMEBOARD from any Frog Set. Each player places a token on START. The teacher or the students select ANY PACK OF FROG CARDS that is appropriate for the students' learning needs and reading competency.
3. Place the FROG CARDS, question side up, in the CARDS box on the gameboard.
4. In some friendly way, decide who will go first. For example, to get started quickly, just say, "You can be first!" Here's another way: Each person picks a card from the stack. The one with the higher number goes first.
5. Players take turns. When it is your turn, do these things. First, say and do the top FROG CARD quietly aloud without picking it up. Next, announce your answer by saying, for example, "I choose the one by the square." You may also tell how or why you picked that answer. Finally, turn the card over and put it in the box for USED CARDS. The correct answer shows.
6. If you answer correctly, your partner says, "Right! Move ahead ___ spaces," and you move your token ahead. If you get it wrong, your partner says, "You'll get it right next time," and you do not move your token. Instead, you return the card to the middle of the original stack, so it will come up again. Before returning it to the stack, study it, figure it out, memorize it, or get help from your partner so you will never miss that card again!
7. Players take turns in this way until one reaches FINISH. A player may have a larger number than is needed on the last turn.
8. Players must always be courteous and friendly. Ask your partner for help if you want it or for a hint to getting the right answer. Players should help each other learn and understand.
9. The player who reaches FINISH first gets to put the materials away or, if there is time to play again, shuffles the cards or selects the new gameboard and/or cards for the next game. The other player gets the first turn in the new game.

NOTES FOR THE TEACHER

1. Students working at different levels or those who need different packs may play together on the same gameboard. Simply use two packs of cards and have each student read from the appropriate pack. This will ensure that students always have partners available and that they are always working with appropriate materials. Discipline problems can often be prevented by thoughtful pairing of students.
2. Note that with the Frog Classroom Learning Games there are no dice to lose or spinners to break.
3. Because all Frog Games for all skills at all levels use the same simple rules, you will save valuable time. Thoroughly train and supervise your students to use the games correctly in the beginning, then they will be able to use all Frog Publications materials with minimal supervision.
4. As part of the training in how to use the FROG CLASSROOM LEARNING GAMES, teach students in advance some specific friendly behaviors. For example, have the class make lists of courteous things to say at the beginnings and ends of games and whenever a mistake is made. Teach them procedures for taking care of the materials. And of course, make sure they understand how using the FROG CLASSROOM LEARNING GAMES is helping them.
5. Reinforce students for following the procedures, taking care of materials, interacting in courteous ways, and using the materials for productive learning. A good reinforcer is a few extra minutes to use the Frog Classroom Learning Games!

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USE THESE SAME SIMPLE RULES FOR ALL FROG GAMES

1. Two of four may play, best for two sitting side by side. The students should know the purpose of playing the game and the social and academic behavior expected.
2. The players select ANY FROG GAMEBOARD from any Frog Classroom Learning Game Set. Each player places a token at START. The teacher or the students select ANY PACK OF FROG CARDS that is appropriate for the students' learning needs and reading competency.
3. Place the FROG CARDS, question side up, in the CARDS box on the gameboard.
4. In some friendly way, decide who will go first. To get started quickly, just say, "You can be first!" or the partners may each pick a card from the stack; the one with the higher number goes first.
5. Players take turns. When it is your turn, do these three things. First, read the top FROG CARD quietly aloud without picking it up. Read all the answer choices. Second, announce your answer by saying, for example, "I choose B." You may also tell how or why you picked that answer. Third, turn the card over and place it in the box for USED CARDS so the correct answer shows.
6. If you answer correctly, your partner says, "Right! Move ahead ___ spaces." Then you move your token ahead the number of spaces shown on the back of the card. If you get the wrong answer, your partner says, "You'll get it right next time," and you do not move your token. Instead, you return the card to the middle of the original stack, so it will come up again. Before returning it to the stack, study it, figure it out, memorize it, or get help from your partner so you will never miss the card again!
7. Players alternate this way until one reaches FINISH. A player may have a larger number than is needed on the last turn.
8. If a token stops on EXTRA TURN, the player immediately takes another turn. If the token stops on the shortcut space (on some gameboards), the player begins his next move by taking the shortcut. Moving across the shortcut counts as moving one space.
9. Players must always be courteous and friendly. Players may ask for assistance in reading a card. Players may ask for hints getting the right answer. Players should give help only when it is requested.
10. The player who reaches FINISH first gets to put the materials away or, if there is time to play again, shuffles the cards or selects the new gameboard and cards for the next game. The other player gets the first turn in the new game.

NOTES FOR THE TEACHER

1. Students who are working at different levels or those who need different packs may play together on the same gameboard. Simply use two packs of cards and have each student read from the appropriate pack. This will ensure that students always have partners available and that they are always working with appropriate materials. Discipline problems can often be prevented by thoughtful pairing of students.
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