



LHS GEMS Frog Math

Provided by:

Iowa State University Extension
and Outreach, Scott County
875 Tanglefoot Lane
Bettendorf, Iowa 52722
563-359-7577
www.extension.iastate.edu/scott

Information	Program Description
Kindergarten-4th Grade	These engaging mathematics activities combine art, literature, and writing to bring fun to key mathematics concepts. Beginning with Arnold Lobel's classic book <u>Frog and Toad Are Friends</u> , the activities focus on frogs while teaching observation, making predictions, classification, recording data and much more.
Curriculum Format	Each lesson can be presented in 45-60 minutes. Teaching Guide with complete instructions is provided. Teaching Kit with materials needed to present lessons is provided. User may need to provide standard classroom supplies (pencils, scissors, glue). If a lesson requires perishable items (e.g. milk), user is responsible for these purchases.

Lesson	Overview
One: The Lost Button Story	Students listen to the story <u>The Lost Button</u> by Arnold Lobel then investigate the attributes of real buttons with a partner.
Two: Sort, Classify, and "Guess the Sort"	Students sort and classify buttons based on specific attributes.
Three: Designer Buttons	Students create their own button design and then use their buttons to sort, classify, and organize them on a class graph.
Four: Frog Guesstimation	Students practice estimation with a jar full of plastic frogs. Place value is taught as children pour out and count the frogs.
Five: The Frog Pond Game	Based on the logic game NIM, students try to catch a "Magic" Frog that is the last of ten frogs in a pond.
Six: Hop to the Pond Game	Students "race" their frogs to be the first in the cool pond. The math skills of prediction, analysis, and recording results are used during the game.

This institution is an equal opportunity provider. For the full non-discrimination statement or accommodation inquiries, go to www.extension.iastate.edu/diversity/ext.