

LER 9544

Ages
3+

Grades
PreK+

Crocodile Hop™

A color, shape & number floor game

Make your way
across this colorful,
crazy creek!



 LEARNING
RESOURCES®

 WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Crocodile Hop™ is a great hands-on math tool that will delight even the youngest learner. This floor-mat game integrates active play into basic math skills such as shape recognition, color recognition, and number sense. The mat features a wonderfully illustrated creek with rock and logs, animals, colors, shapes, numbers, and a cute crocodile that can send you back to start if you get snapped! Play activities and games with the whole class or small groups.

Contents: Vinyl mat, 20 game markers (4 animals, 5 of each animal), 2 inflatable cubes, Activity Guide

Caution: Mat may become slippery when wet. Wearing shoes is recommended to avoid slippage.

Activities

Name That Color or Name That Shape

Lay the mat out on the floor. Work with students to name each color and each shape by having students stand at the “Start” and step on a rock or log. If students can name the color or the shape correctly, they can move to another rock or log and name that color or shape. Continue until the students cross the creek.

Make Your Mark

Lay the mat out on the floor. The teacher rolls the color cube and has students try to find all the rocks and logs that have that color on them. Students then place a game marker on each color that matches. Repeat this by rolling the color cube again and marking the correct rocks or logs. If you roll a crocodile, remove all the game markers from the mat. Do this same activity using the shape cube and have students find all the rocks and logs with that shape. This is a great way to practice and reinforce color and shape recognition.

Spot the Shape

Lay the mat out on the floor. The teacher rolls both cubes and calls out the color and shape combination, such as “yellow circle.” Students raise their hand when they have spotted the correct shape or color. The teacher calls on a student and has the student stand on that rock or log. The teacher continues to roll the cubes and call out shape and color combinations until all students have had an opportunity to find a rock or log to stand on. If you roll a crocodile, choose the color or shape and call out that combination.

Walk Across the Creek

Lay the mat out on the floor. Have a student try to walk across Crocodile Creek by stepping only on the rocks and logs with numbers on them. As

the student walks across the mat, he or she should announce the numbers. This is a great way to practice number recognition. Practice counting backward by having students do this same activity by starting on number ten and counting down until they get to number one.

Games

Crossing the Creek with Colors

Number of players: 2–4 players or 2–4 teams

Game components: game mat, color cube, 1 animal game marker for each player (or each team)

Lay the mat on the floor for all players to see. Each player (team) chooses one animal game marker and places the game marker on Start. Player 1 rolls the color cube and moves the game marker to the closest rock or log with that color. Player 2 rolls the cube and moves in the same way, always choosing the closest rock or log. When playing with teams, teammates take turns rolling the color cube and moving the team game marker across the creek. If a player rolls a crocodile, he or she gets “snapped,” loses a turn, and cannot move for that turn. When a player lands on a rock or log showing a number, the player can get another turn and roll again if he or she can identify the number.

Play continues until one player or team crosses the creek and lands in the grassy area on the other side of the mat. That player (or team) is the winner!

Crossing the Creek with Shapes

Number of players: 2–4 players or 2–4 teams

Game components: game mat, shape cube, 1 animal game marker for each player (team)

Play is the same as listed in Crossing the Creek with Colors except players use the shape cube for game play.

Wild Crocodile

Number of players: 2–4 players or 2–4 teams

Game components: game mat, shape cube, color cube, 3 animal game markers for each team (each team chooses to be **one** animal).

Lay the mat on the floor for all players to see. Players place their animal game markers in the Start area. Player 1 rolls both cubes, finds the matching space on the creek, and places one game marker on that space. Player 2 rolls both cubes and plays in the same way. On each player’s turn, he or she may choose to move a game marker that is already on the mat OR bring a new game marker into play. Play

continues until one player (team) has all three game markers across the creek. When all three game markers are across the creek, that player or team is the winner!

- A crocodile rolled on the color cube is a **WILD CROCODILE**. That player can move one game marker on any color for the shape that was also rolled.
- A crocodile rolled on the shape cube is a **WILD CROCODILE**. That player can move one game marker on any shape for the color that was also rolled.
- A crocodile rolled on both cubes is a **WILD WILD CROCODILE**. That player can move one game marker to any color and shape space.

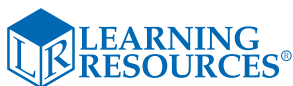
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LER 1049 All Around Learning™ Circle Time Activity Set

LER 6904 Jump 'N' Jam Jungle™ Talking Floor Mat

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Interdit aux enfants en dessous de 3 ans.
ERSTICKUNGSGEFAHR. Kleine Teile.
Nicht geeignet für Kinder unter 3 Jahren.
PELIGRO DE ASFIXIA. Piezas pequeñas.
No se recomienda para menores de 3 años.



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