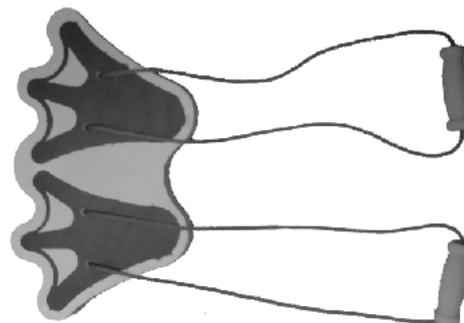


W8917 Jumping Frog Feet Activity Guide

Use of Jumping Frog Foam Feet

- To adjust the position of the handles and the length of the rope, hold the rope and slide the handle off of the knot. Untie and re-tie the knot at the desired location. Slide the handle back over the knot. If rope is shortened and the longer length will never be used, the rope excess rope can be trimmed off.
- To maximize the durability of the foam feet, they should not be used on an abrasive surface like asphalt.
- Do not use on slick surfaces (such as wet floors or wet grass), players could slip and fall.



Frog Tag – All players use Jumping Frog Feet and play tag the same way they normally play. The “it” players or “taggers” will need to hold both handles in one hand and to tag other players with the other hand. For more fun, confine the area in which players can jump and have 2 or more players be “taggers” at a time. For easier identification of the “taggers” a green pinnie (W4825004 or W4825010) can be worn.

Frog Flag Team Tag (version #1) – All players use Jumping Frog Feet and wear a belt with 2 or more flags (like W3527 or W8784). Players are divided into 2 or more teams with a similar number of players on all teams, all players on the same team wear the same colored flags. A predetermined game time is set. Players hold onto both handle with one hand and must jump around to move. A whistle starts the game and players attempt to remove the flags from all the opposing team’s players. A player can only remove one flag from an opposing at a time and cannot remove another flag from that same player for the balance of the game. If a player loses all their flags they are out of the game until the start of the next game. The team with the most flags still attached to their belts at the end of the game is the “BULL FROG” for that round. As an option for the next round, the first player out of the game or the player with the fewest flags remaining from the winning team switches teams and joins the team with the that has the fewest remaining flags or that was completely eliminated first. You will want to have extra flags on hand to make sure players can change team colors quickly. Continue playing rounds and moving players from team to team for as long as desired!

Frog Relay Races – Divide the players into an equal number of teams. If there are an unequal number of players, then some players may have to hop more than one time on those teams. Players hop down and back a set distance in sequential order, switching the foam feet from player to player as they cross the starting line. Add more fun by adding obstacle to avoid and to jump into. For examples, players must avoid any mats on the floor or jump in and out of a hoop without touching the hoop.

Frog Soccer – Play like real soccer, except all players must play while hopping on Frog Feet. Players hop and bump the ball to move the ball. To keep play more organize, you may want to divide the playing area into three zones and force players to stay within their zone. For added excitement, play with 2 or more balls at the same time. If a goal is scored, the ball is removed from the goal and returned to the center of the playing area. Goals and goalies are optional. Since moving the ball effectively can be a challenge, one option is to use the entire wall (or end of the field) at both ends to be the goal. If the ball hits the wall or crosses the end line, it is scored as a goal. Using giant “soccer” balls like the W8194 (18” diameter) or W8195 (24”) Ultralite balls can also add to the fun or the game.

Scooter & Hopping Frog Tag - Put half the kids on scooters and the other half on Jumping Frog Feet. Players on the scooters try to tag the players on the Frog Feet. If a scooter player touches a Jumping Frog Feet player, they simply switch positions. After changing positions, the player on the scooter can not touch the same player that touched them. No winners, no losers, just lots of calorie burning fun!

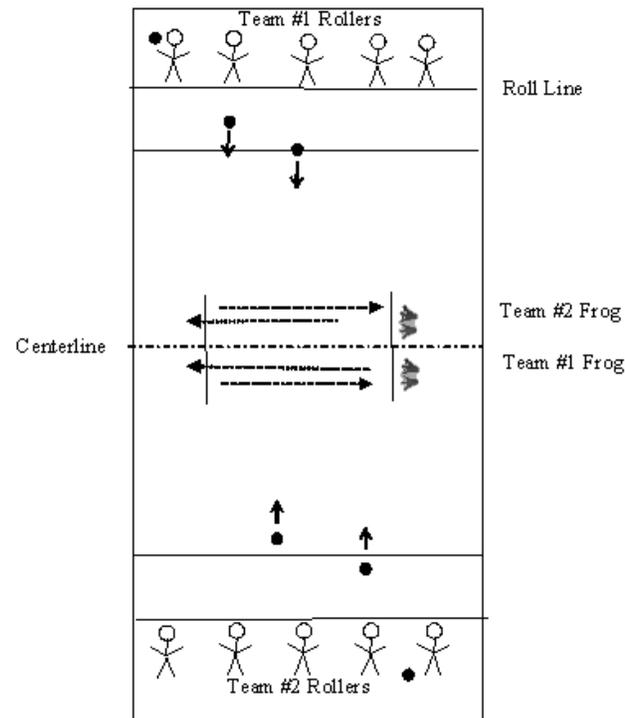
Roll for Frogs – Plays a little like the old Frogger game! The hopping frogs must cross the road and avoid the cars (rolled balls).

Equipment – Lots of balls to roll, any type will do. 7” to 8-1/2” playground balls recommended. 2 or more Frog Feet.

Set-Up – Divide the playing area into 2 halves. Add a Roll Line, behind which players must stand to roll their balls. Add a retrieval line for which players cannot go beyond to retrieve balls.

Object of Game – To get the most frogs across the road during a set period of time (start with 15 minutes), adjust depending on age and number of players on a team so that each player gets at least one chance to try to cross the road.

Play – Play starts with an equal number of balls stored against the back wall. We recommend you start with 10 at each end and adjust up or down based to balance making it easy enough for frogs to get across and not having kids fight over balls to roll or get bored standing around! At the start all rollers must stand on the retrieval line and one or more players (depending on the number of frog feet that are available) are on the frog feet ready to hop. Frogs start behind a line and must cross a line a set distance away and then get back across the start line without being hit by a rolling ball. Multiple frogs from each team can be jumping at the same time. A whistle blows to start the game and the “frogs” must hop to the opposite side and back across the original starting line without having a ball hit their feet. If a ball hits their feet players must stand still, count to 5 out loud, and then may continue. Once a player completes their turn, they run to the left on their roller line and the player on the far right end of the line becomes the frog. The game ends when each player from both teams has crossed the road at least once. If a winning team is desired, the team that has more players cross the road is deemed the winner.



Obstacle Course Race

Object of Game – To get the most frogs across the course during a set period of time (start with 5 minutes), adjust depending on age and number of players on a team so that each player gets at least one chance to try to cross the road.

Play - Divide the players into 2 or more teams. Different teams can be identified with pinnies if desired. Set up an obstacle course in which hoppers must navigate by hopping around, over and under objects. All players start on the frog feet ready to hop. Frogs start behind a start line and must cross a line a set distance away and then get back across the start line without colliding into another player or obstacle. All frogs from each team are jumping at the same time. A whistle blows to start the game. If the players collide with one another or an obstacle, then they must stand still, count to 5 out loud, and then may continue. The game ends when each player from both teams has crossed the road at least once or when time is called, the game is over.