

# Introduction

## Notes to Teachers and Parents:

How can a child resist playing with bugs, worms and frogs? This set of 24 full-color activity cards introduces children to various colors and sizes of the species, while it builds skills in counting, sorting, patterning, and sequencing. As children manipulate the counters in the tackle box to reproduce and fill in patterns shown on the cards, they exercise fine motor skills and practice hand-eye coordination. The development of these skills is integral to success in many areas of the curriculum. Story development and game activity cards expand children's learning and use of math in other settings. Cards are presented in order of increasing difficulty.

## How to Use the Cards:

Invite children to sort the counters by species before using the cards. To begin, place the card booklet in the slot on the back of the tray. Place the tray in the tackle box or on a hard surface. Children should always work from left to right to strengthen left-to-right reading orientation. Encourage children to view the card, say the pattern out loud, match the pattern in the tackle box tray, then to look for the missing piece. Finally, invite them to place their answer in the pattern on the tray. An answer key is printed in the back of the book for checking. After completing each activity, remove the booklet from the tray and flip it around for additional activities. Be sure to help the children read the cards with written instructions. Encourage the children to use the identification card on the back side of the cover.

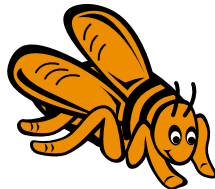
It is suggested that children work the cards in order from beginning to end. This allows them the opportunity to practice one skill before building onto it in the next level.

- Level 1: Activities 3A-12A patterning with 2 colors, 1 species. Fill in at the end.
- Level 4: Activities 13B-24B patterning with 2 colors, 1 species. Fill in the middle.
- Level 2: Activities 13A-21A patterning with 1 color, 2 species. Fill in at the end.
- Level 5: Activities 4B-12B patterning with 2 colors 2 species. Fill in the middle.
- Level 3: Activities 22A-25B patterning with 2 colors, 2 species. Fill in at the end.

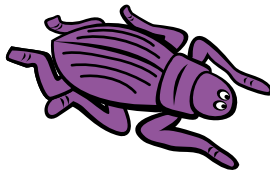
## Set Contains



grasshopper



bee



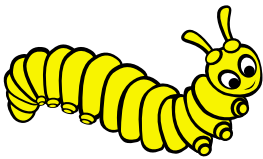
beetle



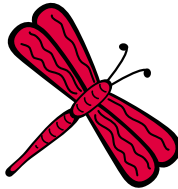
pine barrens  
tree frog



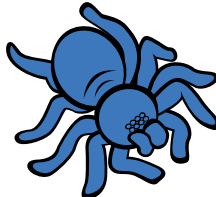
green tree frog



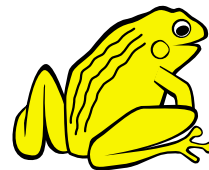
caterpillar



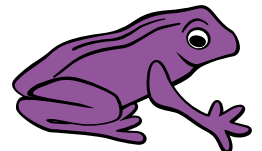
dragonfly



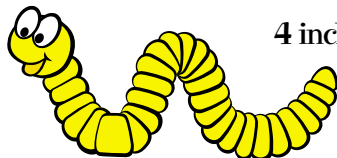
spider



bull frog



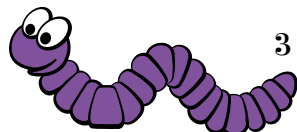
little grass frog



4 inch worm



2 inch worm



3 inch worm



1 inch worm

# Math Game

## Color Search

This game can be played with 2 to 6 players. Use the contents page as a guide for this game. Place all the counters into the bottom of the tackle box. Then, place it into the center of the playing surface. Each player has to select one color (purple, red, blue, orange, yellow, or green). The players will go in order selecting a counter from the tackle box by covering their eyes and choosing one at a time. If the player chooses a counter that matches their designated color, the counter is placed in front of the player, and then passes the turn to the player on the left. If a counter is selected and is the wrong color or is a matching species of a previously selected counter, then the counter is returned to the tackle box and the turn is passed.

**Object:** Be the first to choose all eleven species in the color chosen to win! (only one worm of any size is required)

**Options:** Play the game by asking the children to find one of each species allowing two colors.