Crocodile Hop™ Floor Game

Engage kids’ minds and muscles!

• **ANIMAL MATCH:** Each player (team) chooses a set of 4 animal game markers (turtle, swan, frog, dragonfly) and stands on Start. Player 1 rolls both cubes and goes to that color and shape combination, such as “yellow circle.” Take turns between players. As a player approaches the image of one of the animals on the mat, place the animal marker on top of it, being careful not to “fall” in the water! If a player rolls a crocodile, they get “snapped,” lose a turn, and cannot move for that turn. The first player to place all 4 animal markers on the matching images wins!

• **ONE-LEGGED CHALLENGE:** This is a game of balance! Lay the mat out on the floor. Player 1 rolls both cubes and calls out the color and shape combination, such as “yellow circle.” The player then moves to a rock or log with the correct shape and color. Once there, they must stand on one leg for a count of 5. If the player loses their balance before the count of 5, they must return to their last place on the mat and it becomes the next player’s turn. Take turns between players. If you roll a crocodile, you must remain on your current place; play moves to the next player. The first player to reach the other side of the mat wins.