

Jump & Solve

Add forwards. Count backwards. Find a missing move.

+ ADD

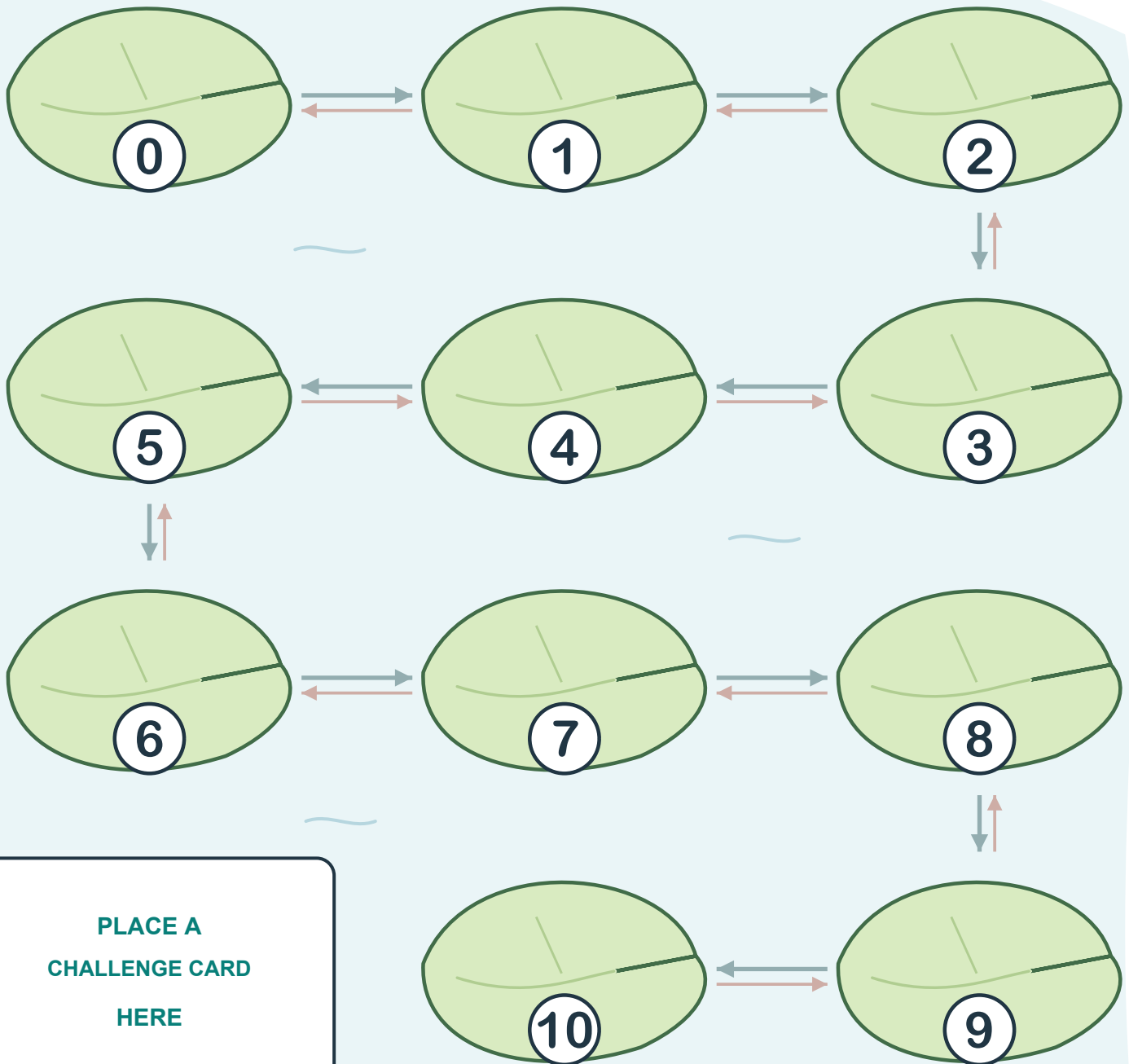
COUNT FORWARDS

- BACK

COUNT BACKWARDS

? FIND

HOW MANY HOPS?



+ makes the number larger. - makes it smaller. Move one space at a time.

Jump & Solve

Add forwards. Count backwards. Find a missing move.

+ ADD

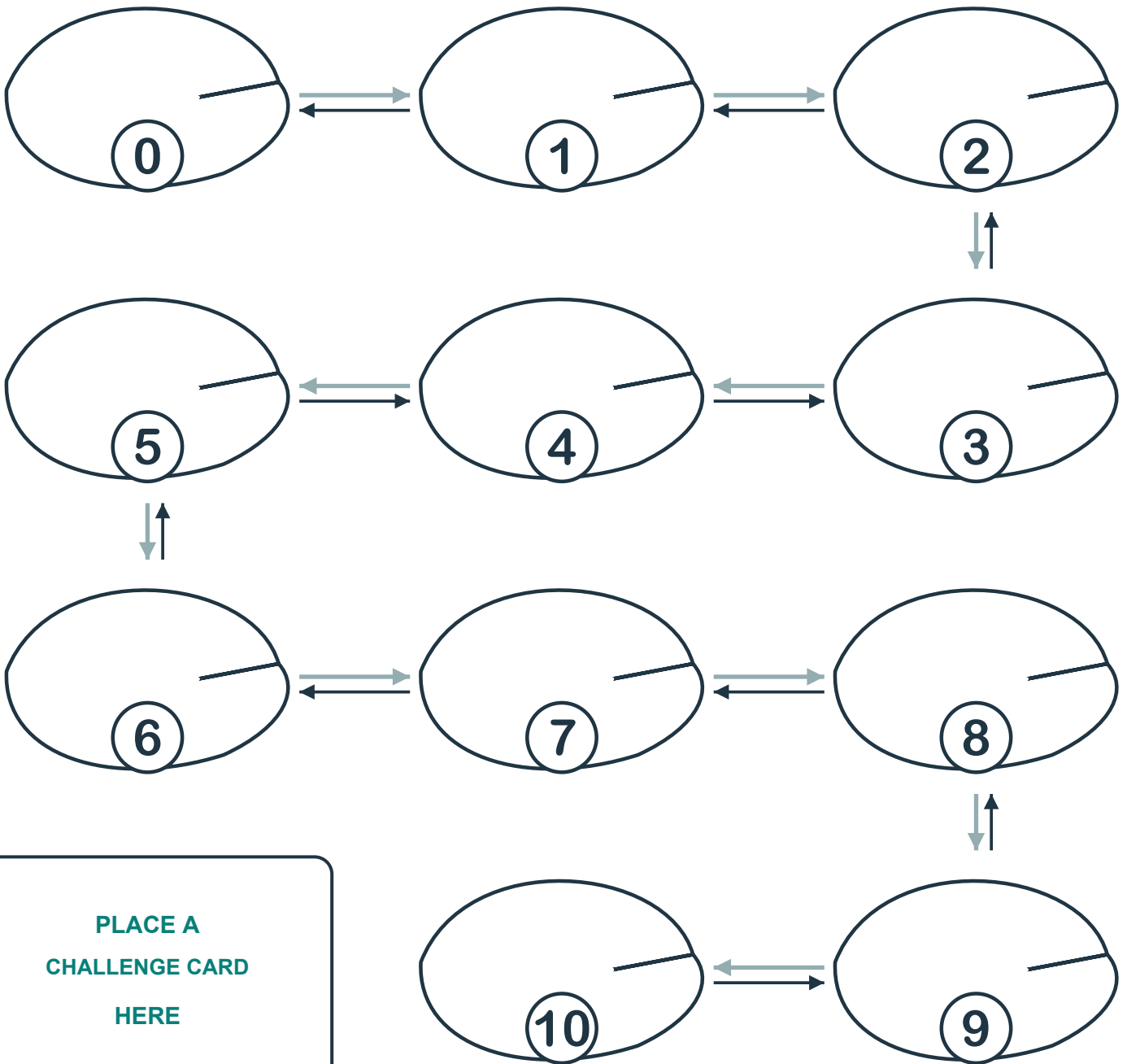
COUNT FORWARDS

- BACK

COUNT BACKWARDS

? FIND

HOW MANY HOPS?



PLACE A
CHALLENGE CARD
HERE

+ makes the number larger. - makes it smaller. Move one space at a time.

Meet your paper frog

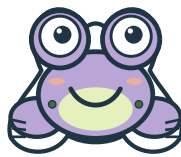
A grown-up cuts around the **OUTSIDE** outline. Keep the white border.

Use one frog. Keep the others as spares.

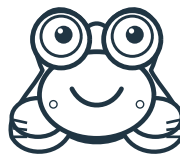
Each frog fits the numbered pads on either board.



COLOUR



COLOUR



COLOUR YOUR OWN



COLOUR YOUR OWN

Optional hop tokens

Put out one fly for each hop. Turn one over after each move.



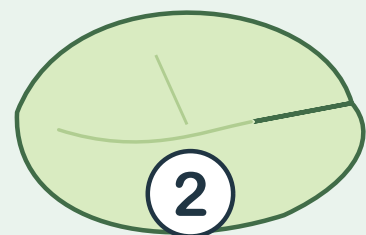
Try the fit

After cutting, place a frog on this pad.

Keep the number visible below its feet.

No folding or glue is needed.

Keep the board whole.



Same size as the game board

Cut one frog. Optional fly tokens can help track moves; turn one over per move.

Start with five

12 reusable challenge cards / cut around each outer border.

Use only pads 0–5 to begin.

START	HOPS
0	+1
LAND ON	_____

START	HOPS
0	+2
LAND ON	_____

START	HOPS
0	+3
LAND ON	_____

START	HOPS
1	+1
LAND ON	_____

START	HOPS
1	+2
LAND ON	_____

START	HOPS
1	+3
LAND ON	_____

START	HOPS
2	+1
LAND ON	_____

START	HOPS
2	+2
LAND ON	_____

START	HOPS
2	+3
LAND ON	_____

START	HOPS
3	+1
LAND ON	_____

START	HOPS
3	+2
LAND ON	_____

START	HOPS
4	+1
LAND ON	_____

Addition: count forwards, one numbered space for each hop.

Ready for ten?

12 reusable challenge cards / cut around each outer border.

Use the full 0–10 path.

START	HOPS
4	+2
LAND ON	_____

START	HOPS
3	+3
LAND ON	_____

START	HOPS
5	+1
LAND ON	_____

START	HOPS
6	+2
LAND ON	_____

START	HOPS
4	+4
LAND ON	_____

START	HOPS
7	+1
LAND ON	_____

START	HOPS
5	+3
LAND ON	_____

START	HOPS
8	+1
LAND ON	_____

START	HOPS
6	+3
LAND ON	_____

START	HOPS
7	+2
LAND ON	_____

START	HOPS
5	+5
LAND ON	_____

START	HOPS
8	+2
LAND ON	_____

Addition: count forwards, one numbered space for each hop.

Hop backwards

12 reusable cards / a grown-up cuts around the outer borders.

First six cards: within 5. Last six: within 10.

START	BACK
2	— 1
LAND ON	_____

START	BACK
3	— 1
LAND ON	_____

START	BACK
3	— 2
LAND ON	_____

START	BACK
4	— 1
LAND ON	_____

START	BACK
5	— 2
LAND ON	_____

START	BACK
5	— 5
LAND ON	_____

START	BACK
6	— 2
LAND ON	_____

START	BACK
7	— 3
LAND ON	_____

START	BACK
8	— 2
LAND ON	_____

START	BACK
9	— 4
LAND ON	_____

START	BACK
10	— 3
LAND ON	_____

START	BACK
10	— 5
LAND ON	_____

Count each move once. Keep the starting pad out of your hop count.

Find the missing hops

12 reusable cards / a grown-up cuts around the outer borders.

The goal is given. Count the moves needed to reach it.

START	HOPS
0	+ ?
GOAL	2

START	HOPS
1	+ ?
GOAL	3

START	HOPS
2	+ ?
GOAL	5

START	HOPS
3	+ ?
GOAL	5

START	HOPS
4	+ ?
GOAL	5

START	HOPS
1	+ ?
GOAL	5

START	HOPS
3	+ ?
GOAL	6

START	HOPS
4	+ ?
GOAL	7

START	HOPS
5	+ ?
GOAL	8

START	HOPS
6	+ ?
GOAL	10

START	HOPS
7	+ ?
GOAL	9

START	HOPS
8	+ ?
GOAL	10

Count each move once. Keep the starting pad out of your hop count.

Your pond mission passport

Three missions / take turns with a grown-up or friend.

Move the frog. Say the answer. Tick each finished mission.

MISSION 1 / ADD

☐

START

HOPS

1

+ 3

LAND ON

Move forwards. Where do you land?

MY LANDING NUMBER:

MISSION 2 / BACK

☐

START

BACK

6

- 2

LAND ON

Count backwards. Where do you land?

MY LANDING NUMBER:

MISSION 3 / FIND

☐

START

HOPS

2

+ ?

GOAL

5

How many moves reach the goal?

HOPS NEEDED:

For cooperative play, take turns and complete all three missions together.

Three ways to play

Begin with addition. Introduce each new mode when the child is ready.

PRINT

Choose page 1 OR page 2 at 100%. Keep the board whole.

PREPARE

Cut one frog and the cards. Extra frogs and fly tokens are optional.

START

Use the first number on the card as your starting pad.

1 / ADD FORWARDS

$$2 + 3 = 5$$

Start on 2. Count 3, 4, 5 as you make three moves.

2 / HOP BACK

$$6 - 2 = 4$$

Start on 6. Count 5, 4 as you make two backward moves.

3 / FIND THE HOPS

$$2 + ? = 5$$

Start on 2. Move to 5. Count your three moves.

Keep the starting pad out of the move count.

Addition and subtraction: roughly 5–7 with grown-up support.

Try missing-hop puzzles around 6–7, or when counting on is secure.

A backward move follows smaller numbers, against the forward arrows.

The coral arrows show that reverse direction. Go one space at a time.

Play page 8 as a cooperative mission, without a speed requirement.

The printed frog is a flat token. Lift or slide it; no folding or glue is needed.

Every answer, in one place

Read each card page left to right, then down. Numbers stay within 0–10.

PAGE 4 / ADD WITHIN FIVE

$0 + 1 = 1$

$0 + 2 = 2$

$0 + 3 = 3$

$1 + 1 = 2$

$1 + 2 = 3$

$1 + 3 = 4$

$2 + 1 = 3$

$2 + 2 = 4$

$2 + 3 = 5$

$3 + 1 = 4$

$3 + 2 = 5$

$4 + 1 = 5$

PAGE 5 / ADD WITHIN TEN

$4 + 2 = 6$

$3 + 3 = 6$

$5 + 1 = 6$

$6 + 2 = 8$

$4 + 4 = 8$

$7 + 1 = 8$

$5 + 3 = 8$

$8 + 1 = 9$

$6 + 3 = 9$

$7 + 2 = 9$

$5 + 5 = 10$

$8 + 2 = 10$

PAGE 6 / HOP BACK

$2 - 1 = 1$

$3 - 1 = 2$

$3 - 2 = 1$

$4 - 1 = 3$

$5 - 2 = 3$

$5 - 5 = 0$

$6 - 2 = 4$

$7 - 3 = 4$

$8 - 2 = 6$

$9 - 4 = 5$

$10 - 3 = 7$

$10 - 5 = 5$

PAGE 7 / FIND THE HOPS

$0 + 2 = 2$ (2 hops)

$1 + 2 = 3$ (2 hops)

$2 + 3 = 5$ (3 hops)

$3 + 2 = 5$ (2 hops)

$4 + 1 = 5$ (1 hops)

$1 + 4 = 5$ (4 hops)

$3 + 3 = 6$ (3 hops)

$4 + 3 = 7$ (3 hops)

$5 + 3 = 8$ (3 hops)

$6 + 4 = 10$ (4 hops)

$7 + 2 = 9$ (2 hops)

$8 + 2 = 10$ (2 hops)

PAGE 8 / MISSIONS

Mission 1: $1 + 3 = 4$. Land on 4.

Mission 2: $6 - 2 = 4$. Land on 4.

Mission 3: $2 + 3 = 5$. Make 3 moves.

Model the movement, check together, and use one card at the child's pace.