

# Jump Pond™

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**Start**

**hat**

**banana**

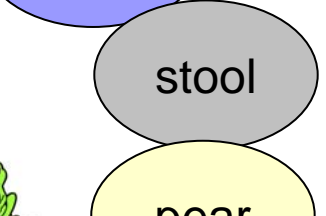
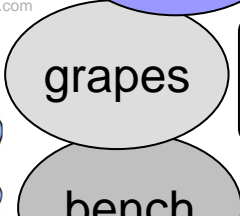
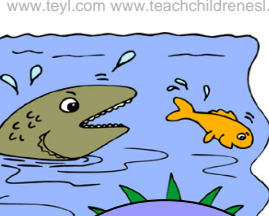
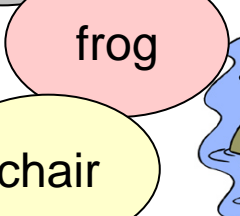
**hockey**

**frog**

**shoes**

**wrestling**

**beaver**



**chair**

**apple**

**sofa**

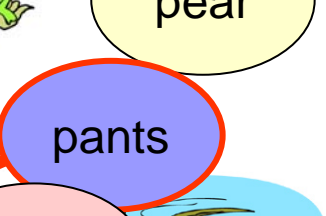
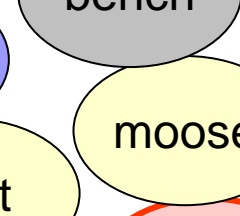
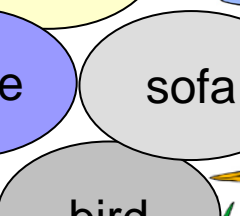
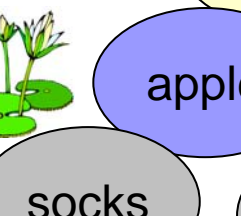
**melon**

**grapes**

**bench**

**pear**

**skirt**



**tennis**

**socks**

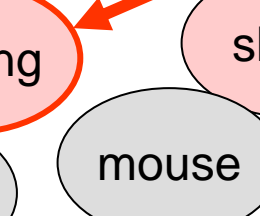
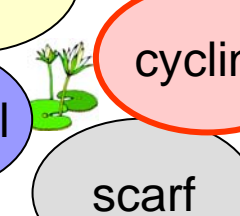
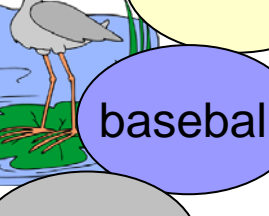
**bird**

**skirt**

**moose**

**pants**

**skiing**



**fish**

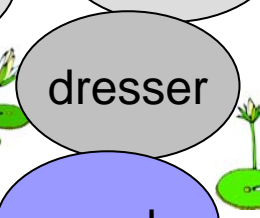
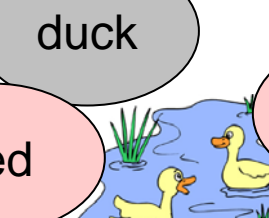
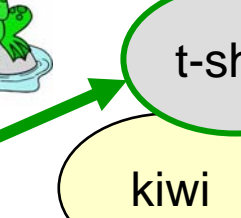
**football**

**baseball**

**baseball**

**mouse**

**skiing**



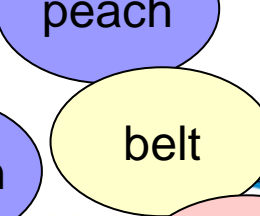
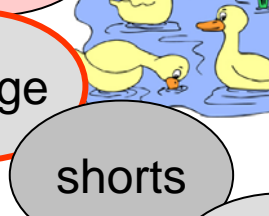
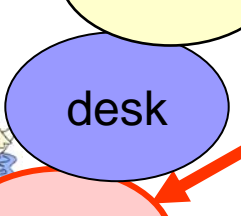
**table**

**t-shirt**

**duck**

**scarf**

**mouse**

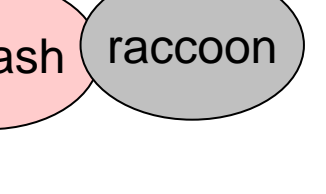


**cherry**

**bed**

**plum**

**dresser**



**shirt**

**kiwi**

**loveseat**



**snake**

**desk**

**peach**



**soccer**

**orange**

**shorts**

**golf**

**pelican**

**belt**

**couch**

**squash**

**raccoon**

Lucky shortcut!

Bit you!  
Go back!

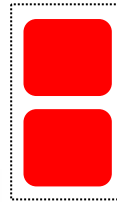
**Finish**  
pineapple, coat  
basketball, cougar,  
or wardrobe



# Instructions

**Suggestions:** The board game can be produced as a project by the students; the main board should be printed as a poster or blown up several sizes by a photocopier; the cards, board and markers should be laminated for long term use; the students can change/modify/invent rules for the game; the students can teach the game to another group of students. For more ideas please visit [www.teyl.com](http://www.teyl.com) and sign up for our free monthly newsletter.

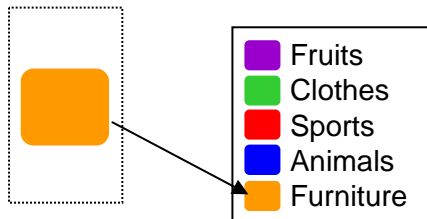
1. Divide players into 2-6 groups (singles, pairs, or groups).
2. Give each player/group a different marker.
3. Place all the markers on the "Start" square.



8. If the player draws a card with two colored squares, they hop forward two positions. [In the case of two red, they hop to the next sport and again to the following sport.]
9. If the player draws a "Lose a turn!" card, they do not hop in this round.



4. Shuffle playing cards and put in a pile face down.
5. Each player/group takes a turn and retrieves a playing card from the top of the pile.



6. The player has drawn an orange square. This means that the player should hop to the next space along the path that has a word that belongs to the furniture vocabulary set.
7. The player must pronounce the word, on the space where they landed, correctly. If they do not, they return to their previous place.

10. The next player draws a card.
11. The first player to hop on the "Finish" square wins!

## NOTES:

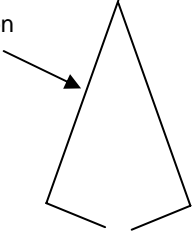
The last square has all the categories and represents all of the colors available.

If the player lands on a place with a green or red outline, they move forward along the green arrow and backward along the red arrow.

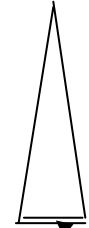
If the pile of cards finishes, reshuffle the cards already used and make a new pile.

# Playing markers.

Frog image on the outside.

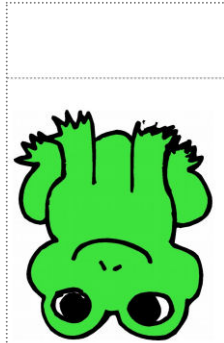
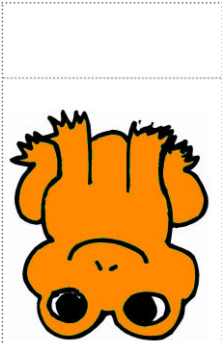


1. Cut each marker along the outside edge.
2. Fold in half and fold each base inward.
3. Use tape or glue to secure both bases together.

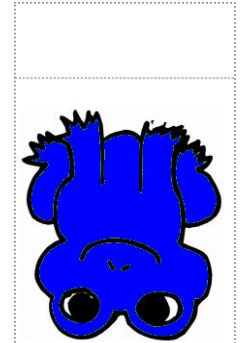
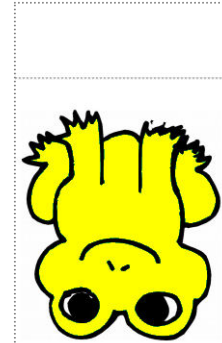
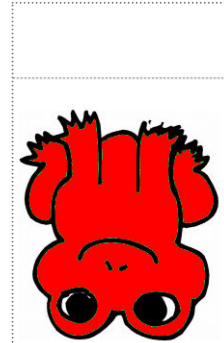


Glue or tape.

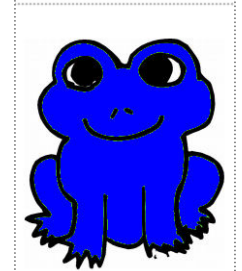
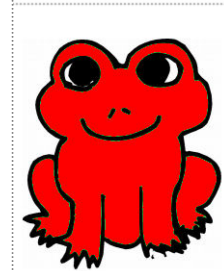
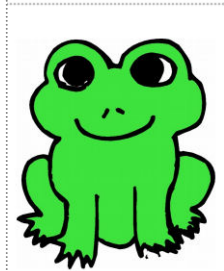
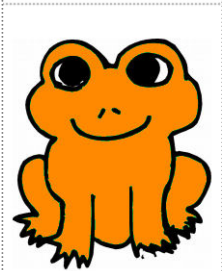
Fold.



Base.



Fold.



Fold.



Base.











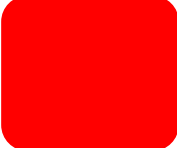













# Cards

Cut out each card along outside edges.

Color  
reference  
card.

Game  
cards.

	Fruits
	Clothes
	Sports
	Animals
	Furniture

						
						
					 <b>Lose a turn!</b>	 <b>Lose a turn!</b>
						
						










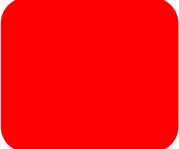
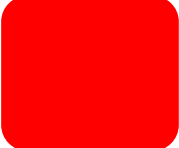

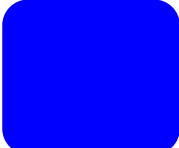

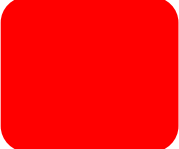





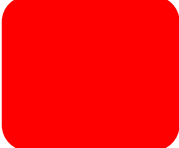





# Cards

Cut out each card along outside edges.

Color  
reference  
card.

Game  
cards.

	Fruits
	Clothes
	Sports
	Animals
	Furniture

					
					
					
					
				<b>Lose a turn!</b>	<b>Lose a turn!</b>
					
					
					
					









# Cards





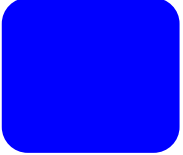




Cut out each card along outside edges.


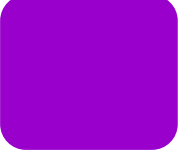





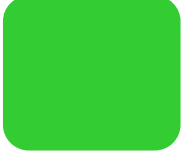
Color  
reference  
card.

Game  
cards.

	Fruits
	Clothes
	Sports
	Animals
	Furniture

	 		 		 <b>Lose a turn!</b>	 <b>Lose a turn!</b>
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# Cards




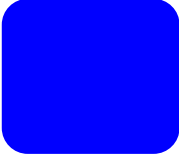
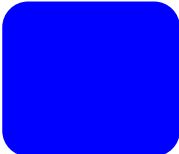


Cut out each card along outside edges.







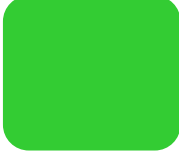
Color  
reference  
card.

Game  
cards.

	Fruits
	Clothes
	Sports
	Animals
	Furniture

				
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# Back of Cards

Cut out each card along outside edges. These are the back of the cards.

Color reference card.

Game cards.



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