Name Date



M.

Age Range: 1st Grade + Number of players: 2

Learning: subtract with numbers up to 4 from 20, strategy

You will need:

- A counter to keep a record of the temperature

Instructions:

- Captain Salamander has built a snowman called Freeze.
- Unfortunately he made the mistake of building the snowman inside where the temperature is 20°C much too warm...the snowman is starting to melt!
- Your task is reduce the temperature gradually to get it back to freezing (0°C) again by bringing in lots of snow and ice to make it cooler.
- However, you can only bring in enough snow or ice to reduce the temperature by up to 4 °C. In other words, you can **only** reduce the temperature by **1°C, 2°C, 3°C, or 4°C**.
- Each player must reduce the temperature by at least 1°C when it is their turn!
- Record the new temperature on the table using the counter after each player's turn.
- The player who reduces the temperature to the lowest temperature at the bottom (0°C for Game 1 and -10°C for Game2) is the winner!

Example:

The room temperature starts at 20°C.

Player 1 reduces the temperature by 2°C. Move the counter down 2 spaces. The new temperature is 18°C.

Player 2 reduces the temperature by 4°C. The new temperature is 14°C.

Player 1 reduces the temperature by 3°C. The new temperature is 11°C.

Variations:

- Freeze the Snowman 2 is more advanced 2nd or 3rd grade+
 - o The start temperature is 10°C.
 - You can reduce the temperature by up to 6°C.
 - The winner is the first player to get the temperature down to -10°C (or your own choice!)
 - o Record the new temperature on the table after each player's turn.





Name Date

FREEZE THE SNOWMAN





20°C

19°C

18°C

17°C

16°C

15°C

14°C

13°C

12°C

11°C

10°C

9°C

8°C

7°C

6°C

5°C

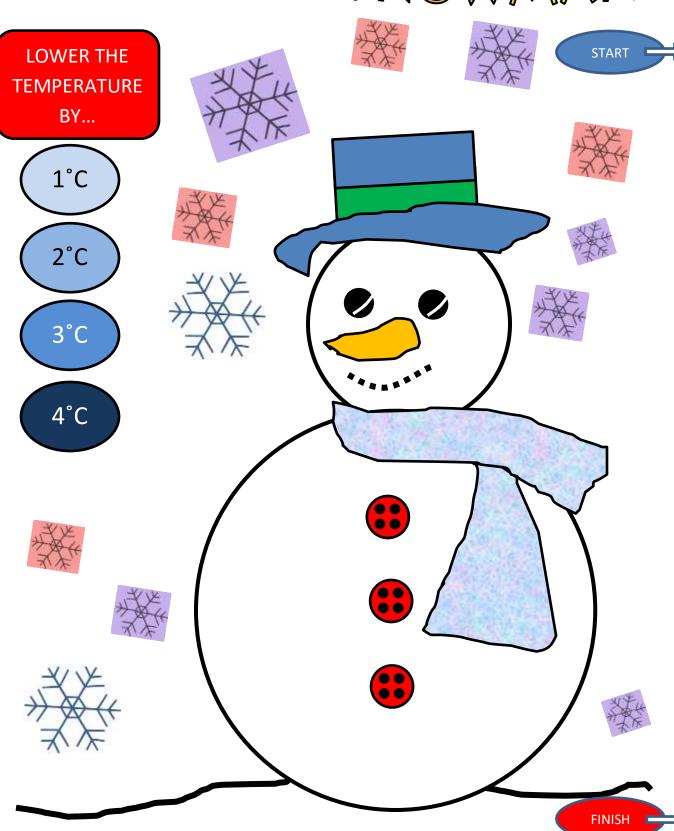
4°C

3°C

2°C

1°C

0°C

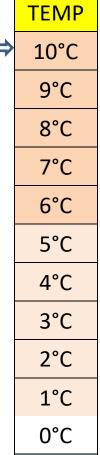




Name Date

FREEZE THE SNOWMAN #2





-1°C -2°C

-3°C

-4°C

-5°C

-6°C

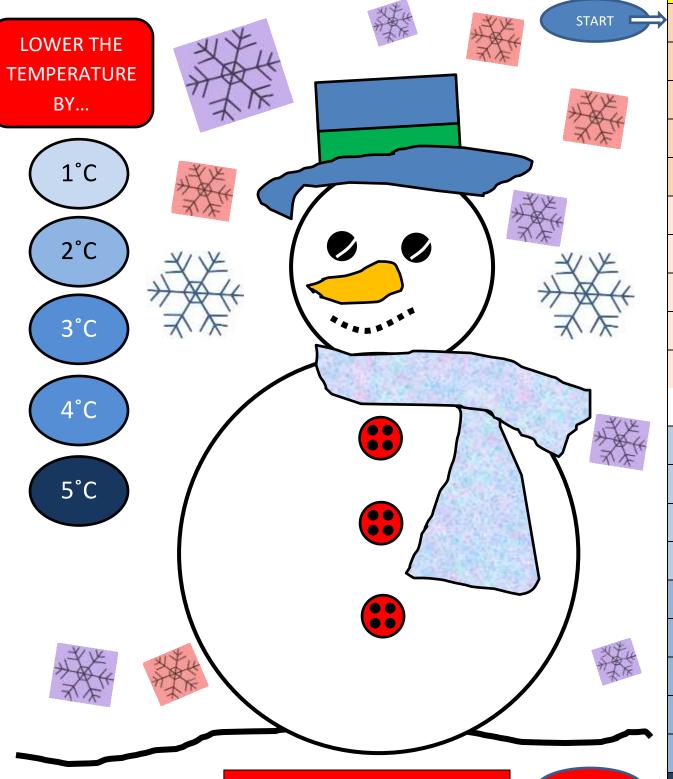
-7°C

-8°C

-9°C

-10°C

FINISH





NEGATIVE NUMBERS

Name Date

FREEZE THE SNOWMAN #3



