## FREEZ THE SNOWMAN



## Instructions:

- Captain Salamander has built a snowman called Freeze.
- Unfortunately he made the mistake of building the snowman inside where the temperature is $20^{\circ} \mathrm{C}$ - much too warm...the snowman is starting to melt!
- Your task is reduce the temperature gradually to get it back to freezing $\left(0^{\circ} \mathrm{C}\right)$ 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 $4^{\circ} \mathrm{C}$. In other words, you can only reduce the temperature by $1^{\circ} \mathrm{C}, 2^{\circ} \mathrm{C}, 3^{\circ} \mathrm{C}$, or $4^{\circ} \mathrm{C}$.
- Each player must reduce the temperature by at least $1^{\circ} \mathrm{C}$ 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 $\left(0^{\circ} \mathrm{C}\right.$ for Game 1 and $-10^{\circ} \mathrm{C}$ for Game2) is the winner!


## Example:

The room temperature starts at $20^{\circ} \mathrm{C}$.
Player 1 reduces the temperature by $2^{\circ} \mathrm{C}$. Move the counter down 2 spaces. The new temperature is $18^{\circ} \mathrm{C}$.
Player 2 reduces the temperature by $4^{\circ} \mathrm{C}$. The new temperature is $14^{\circ} \mathrm{C}$.
Player 1 reduces the temperature by $3^{\circ} \mathrm{C}$. The new temperature is $11^{\circ} \mathrm{C}$.

## Variations:

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


## $\mathbb{F R E E E} T H E S N O W M A \mathbb{N}$





| TEMP |
| :---: |
| $20^{\circ} \mathrm{C}$ |
| $19^{\circ} \mathrm{C}$ |
| $18^{\circ} \mathrm{C}$ |
| $17^{\circ} \mathrm{C}$ |
| $16^{\circ} \mathrm{C}$ |
| $15^{\circ} \mathrm{C}$ |
| $14^{\circ} \mathrm{C}$ |
| $13^{\circ} \mathrm{C}$ |
| $12^{\circ} \mathrm{C}$ |
| $11^{\circ} \mathrm{C}$ |
| $10^{\circ} \mathrm{C}$ |
| $9^{\circ} \mathrm{C}$ |
| $8^{\circ} \mathrm{C}$ |
| $7^{\circ} \mathrm{C}$ |
| $6^{\circ} \mathrm{C}$ |
| $5^{\circ} \mathrm{C}$ |
| $4^{\circ} \mathrm{C}$ |
| $3^{\circ} \mathrm{C}$ |
| $2^{\circ} \mathrm{C}$ |
| $1^{\circ} \mathrm{C}$ |
| $0^{\circ} \mathrm{C}$ |



## FREEZE THE SNOWMAN 2

## LOWER THE <br> TEMPERATURE <br> BY...





## FREE E THE SNOWMAN M

## LOWER THE <br> TEMPERATURE <br> BY...




