

Unload-A-Toad™ Game Instructions

Get the Unload-A-Toad back in the Pond – *Teams of 2*

Create and mark off two circular areas that are at a comfortable throwing distance apart. Make the areas large enough so that players can easily throw the Unload-A-Toad from one area to land in the other. One player stands in each area and they toss the Unload-A-Toad back and forth (into the pond). Points are scored for each time a "Toad" lands completely in the circle and points are taken away for each time it lands outside the circle. Adjust the size of the areas according to the ability of the players. All throws must be underhand. Allow 2-3 minutes of play and the team with the most points wins.

A fun variation would be to speed up play by adding music and timing so that the more "Toads" tossed, the more possible points a team can earn.

Musical Unload-A-Toad – *The more players the merrier*

All players create a circle. Start the game by having the leader play music ("Jeremiah Was a Bullfrog" or a similar Toad-worthy song works great here). Have players start passing the Unload-A-Toad around the circle until the leader stops the music. The player holding the Unload-A-Toad when the music stops has gotten the dreaded "warts" and is out of the game. Continue until one player is left as the winner.

A fun variation would be to have players pass the Unload-A-Toad under one leg before passing, toss it up in the air and then pass or even have them spin around before passing.

Unload the Toad – *Group play*

In this game, nobody wants to hold the Unload-A-Toad (the game's only prop)! To begin the game, all players sit in a circle. Select one person to be "It." That person holds the Unload-A-Toad. The leader or a "caller" says to the person holding the Toad, "Name five things associated with toads or frogs. Toss the toad!" As soon as the caller says, "Toss the toad," the person holding the Unload-A-Toad passes it to the right. Players quickly pass it around the circle. If it returns to the original holder before he or she can name five things you associate with toads or frogs, the holder is still "It." Otherwise, the person holding the Unload-A-Toad when they finish their list is the new "It". Topics can relate to frogs, toads, ponds, any related curriculum or just be general topics.

Some Suggested Topics

- fast-food restaurants
- countries in Europe
- sports teams
- things that grow in the tropics
- fruits or vegetables
- cartoon characters
- musical groups
- cereal brands
- lakes in the United States
- candy bars
- large bodies of water
- cities in [your state]

Know a Toad – *Short term group play*

This is a great getting to know you game. Sit all your players in a circle, on chairs if possible and have all players introduce themselves, by name, just once. One player begins by standing in the middle of the circle (the Head Toad), brandishing the Unload-A-Toad, this player can toss it to anyone in the circle, and ask, "Who's in the tidepool?" The player has to successfully name the people sitting on either side of them; if they are successful, they toss the Unload-A-Toad to any other player and ask the same question. If not, they become the new Head Toad.

Hide and Go Unload-A-Toad – *2 teams*

You will need two Unload-A-Toads to play. Split the group into two teams and designate a leader for each. Create a central "safe" area. All the players gather in one spot and close their eyes. While most of the players count to 50, the leader of each team goes and hides their Unload-A-Toad somewhere in the playing area. When the count is completed, the players spread out and try to find the other team's Unload-A-Toad. The first team to find the other team's Toad and get all their players back to the safe area wins.

Mow a Toad

All you need to play this game is a Unload-A-Toad. Have all the players stand in a tight circle, facing inwards, and close enough so that their shoulders are touching. Choose one player be the Mower. The Mower stands in the center of the circle with their eyes closed or blindfolded. Everyone sings the "Jeremiah Was a Bullfrog" song (or something similar) while the Toad is passed around behind the backs of the players in the circle. Eventually the Mower yells "STOP!", and everyone stops singing and freezes in place. The Mower then has three chances to guess who has the Toad. If they guess correctly, then the person caught with the Unload-A-Toad moves into the circle to take the Mower's place and the game starts again.

To make the game more challenging, you can continue to pass the Unload-A-Toad around the circle behind the players' backs while the Mower is trying to decide where it is.

Toad on the Road – *The more players the better*

Have Players form a circle and select a "Driver" to go into the middle.

The driver calls out one of three habitats: swamp, garden or "Road". The driver then throws the Unload-A-Toad to someone in the circle. The person catching the Unload-A-Toad must name something associated with that particular habitat and then toss it back to the driver. Play continues like this with the driver calling out different phrases until "Road" is called. When "Road" is called, the person catching must immediately pass the Unload-A-Toad to their right and it continues to get passed around the circle as quickly as possible. Once the Unload-A-Toad starts to get passed around, and starting with the initial player that caught the Unload-A-Toad, players simultaneously start to call out 3 answers (to the question "How did the toad get squashed in the road?") each in succession around the circle. Eventually the Unload-A-Toad catches up with the player calling out answers. The player that gets caught must then go to the middle as the driver and play starts again. Make it more challenging by giving players no more than 5 seconds to give an answer, and no repeats! If a player can't answer, they become the driver.