

Name

Date



FREEZE THE SNOWMAN #2

Age Range: 2nd Grade +

Number of players: 2

Learning: subtract numbers up to 6; understanding negative numbers

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 10°C - much too warm...the snowman is starting to melt!
- Your task is to reduce the temperature gradually to get it back to -10°C again by bringing in lots of snow, ice and cold air to make it cooler.
- However, you can only bring in enough snow or ice to reduce the temperature by up to 5°C . In other words, you can **only** reduce the temperature by **1°C , 2°C , 3°C , 4°C , or 5°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 (-10°C) is the winner.

Example:

The room temperature starts at 10°C .

Player 1 reduces the temperature by 2°C . Move the counter down 2 spaces. The new temperature is 8°C .

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

Player 1 reduces the temperature by 5°C . The new temperature is -1°C .

Variations:

- You can change the amount that you can reduce the temperature by each time.

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LOWER THE TEMPERATURE BY...

1°C

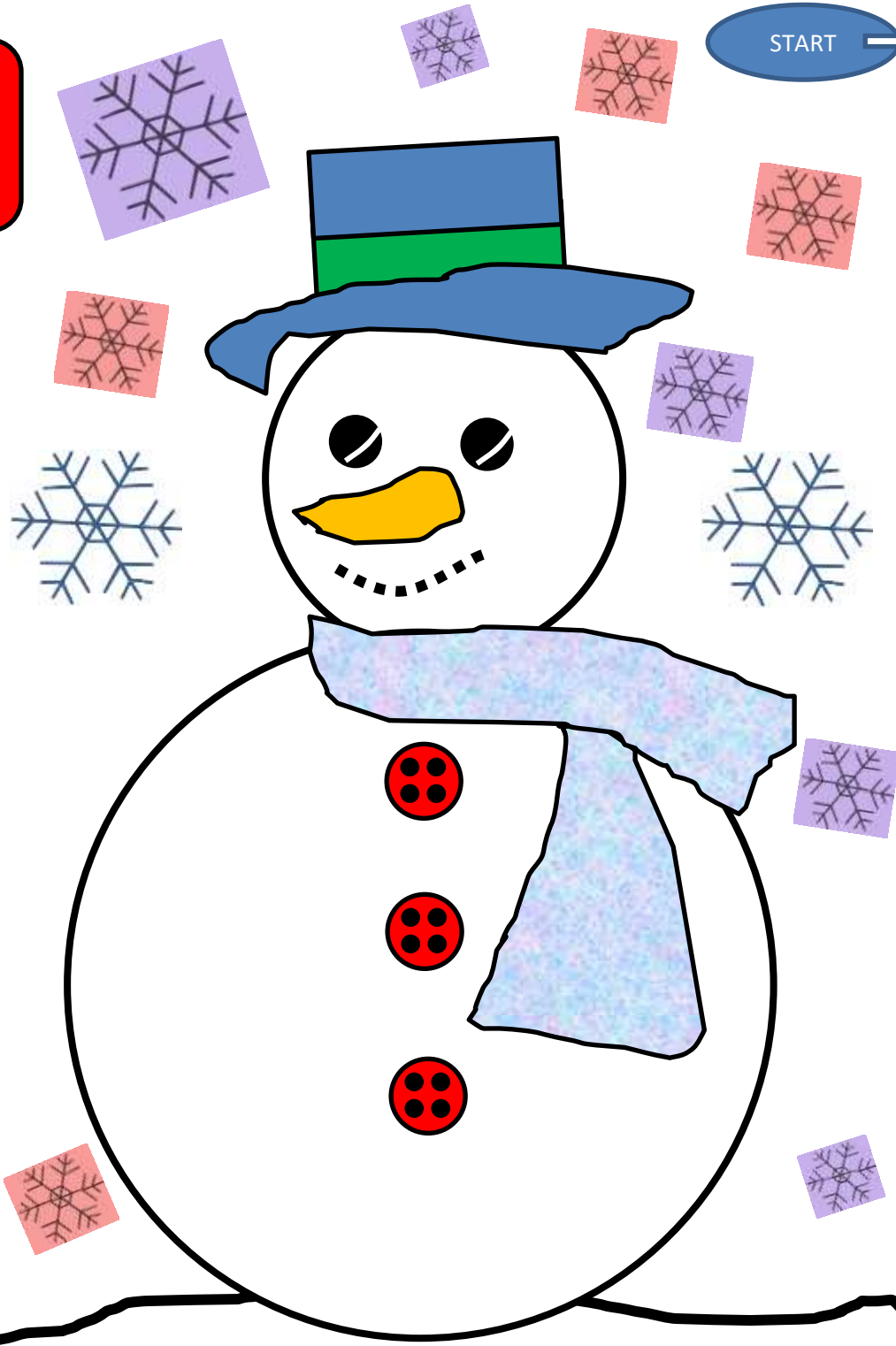
2°C

3°C

4°C

5°C

START →



TEMP
10°C
9°C
8°C
7°C
6°C
5°C
4°C
3°C
2°C
1°C
0°C
-1°C
-2°C
-3°C
-4°C
-5°C
-6°C
-7°C
-8°C
-9°C
-10°C

NEGATIVE NUMBERS

FINISH →