



Sapo



An Ancient legend tells that in the Inca sacred Lake Titicaca, the royal Inca King, son of the Sun God would travel to Lake Titicaca and try to catch the attention of a Sapo by throwing gold pieces into the lake. In those days “El Sapo” (frog) was known for their magical powers and the Incas believed that if a



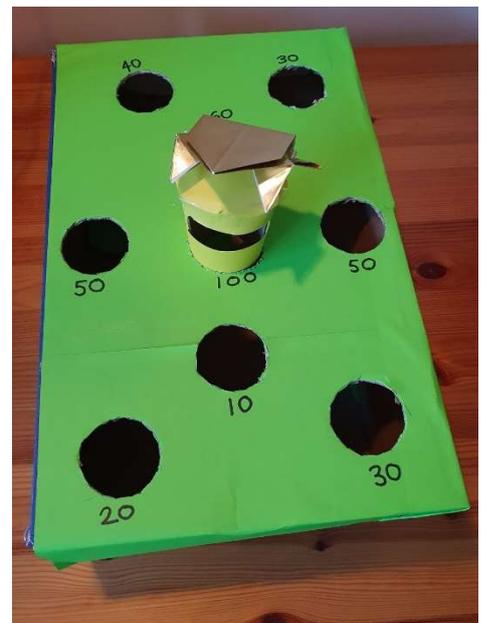
frog caught the gold piece in its mouth, the person would be instantly awarded a wish and the frog would turn into solid gold. To honour all the wishes that had been granted by the Sapo, the Inca King built a golden statue of a great Sapo in the gardens of his palace in Cusco. There members of the royal court invented the game.

How to play:

- Take 3 coins or counters per player.
- Take it in turns to throw your coins at the board. Coins that fall through the holes score points!
- Decide how many rounds to play.
- Play against someone or try to beat your own score.

What you need:

- A cardboard box, such as a shoe box.
- Scissors
- Coloured Paper
- Gold or Yellow paper (if possible)
- Coins
- Toilet or Kitchen roll



What to do:



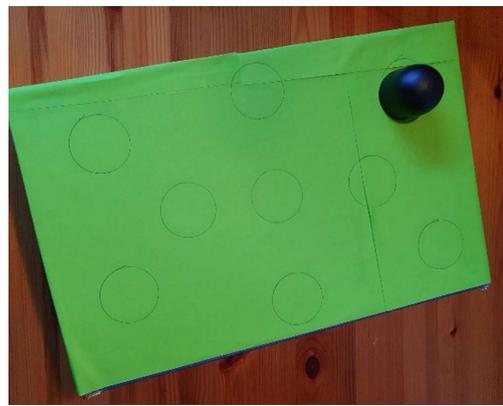
Get a cardboard box



Start by covering the box in glue



Cover the box with paper. Choose a colour or pattern you like.



Draw round a toilet or kitchen roll to create between 5 and 9 circles on your box.



Adult supervision and help needed here!

Use scissors or a craft knife to cut out the holes.



Take the cardboard roll, if it is a kitchen roll trim it to the size of a toilet roll.



Cover the toilet roll in a contrasting colour



Adult supervision and help needed here!

Use scissors or a craft knife to cut out a slit in the toilet roll approx. 1.5cm wide



Push the toilet roll into the centre hole



Label the holes with different values, with the max 100 points given for getting it in the magical gold frog.



Add your magical gold frog, draw a picture or create a origami one.

<https://www.youtube.com/watch?v=Vlb2udqPx-M>