



HOPSCOTCH

Ages 6+ | Individual | 1+ Players

AIM OF THE GAME



- ▶ Throw a safe object to a target square and hop through the squares, stopping to pick up the object along the way.

EQUIPMENT



- ▶ Chalk or tape to mark out the pattern and a flat stone, beanbag or bottle cap to throw.

HOW TO PLAY



- ▶ Draw or mark out the hopscotch pattern on the ground, this pattern can vary and change but should include at least 7 squares with numbers assigned to each square. Standing behind a start line, the first player throws their stone (beanbag or bottle cap) into the first square; if it lands in the square they hop or jump into that square, picking up the stone and continue through the squares in order to the end. They can either come back through the squares or just run back to start line to repeat by throwing stone to the second square and so on working their way up to the last number.

GAME VARIATIONS



1. Hop on one leg rather than jumping with two feet, alternate from right to left feet hopping or alternate hopping and jumping in a sequence to travel through the squares.
2. Hop or jump with eyes closed.
3. Playing against time to complete the course.
4. Challenge the hopping and jumping sequence further by holding a ball in hands whilst going through squares, squeezing an object behind knee of raised foot or balancing a flat, soft object on head.
5. Try incorporating maths into the game. You may wish to set some sums for the child to work out with the answer being one of the numbers on the pattern which the child needs to land stone on and move to, to complete.