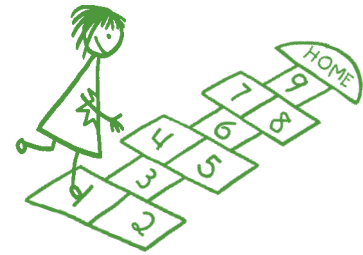


Hopscotch has been popular on streets and in playgrounds for hundreds of years, and there are almost as many different games as there are players!

You can play on your own, but it's most fun with a small group of people competing to win. Check out the grids below, pick your favourite and start hopping!

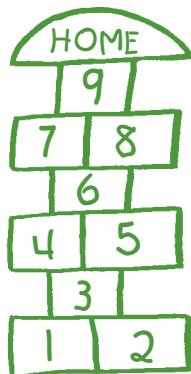
## Equipment

- Chalk or masking tape
- Grid template to copy
- Marker (this could be a stone, a beanbag or any small object which it's safe to throw)

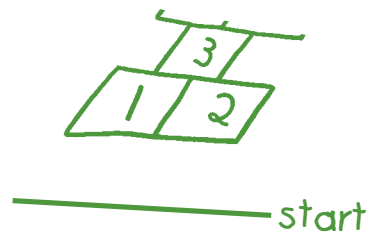


## Instructions Home Sweet Home

**1** Copy the template to mark your grid out on the ground. You can either use chalk or masking tape to do this, but remember to ask permission first.

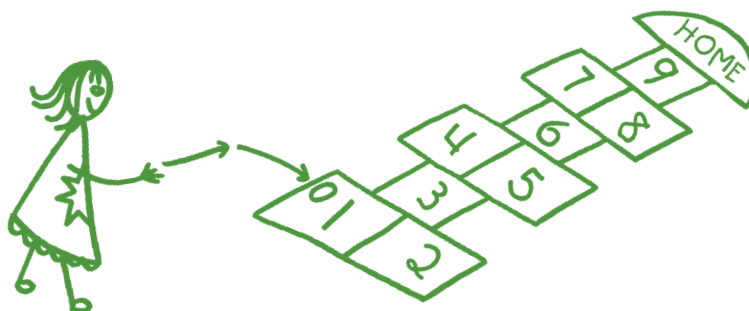


**2** Stand at the bottom edge of the grid, next to the number 1 and 2 boxes and take a long stride away from it. Draw a line just in front of your feet and next to it write the word 'start'.



**3** Player one stands behind the start line and throws her marker into the first box.

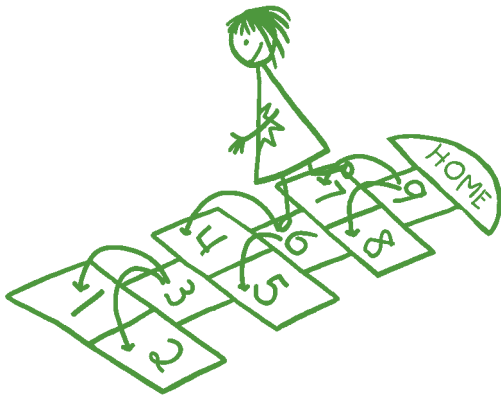
- If it misses the box, lands on a different one or is touching any of the lines around the outside of the box, the player loses her turn.
- If it lands inside the box, the player can make her way up and back down the grid. In this grid, hops and jumps are used. The single boxes (three, six and nine) must be hopped on one foot. Those which are side by side in pairs can be jumped, so for boxes four and five on the way up the grid, jump with your left foot on number four and your right foot on number five.



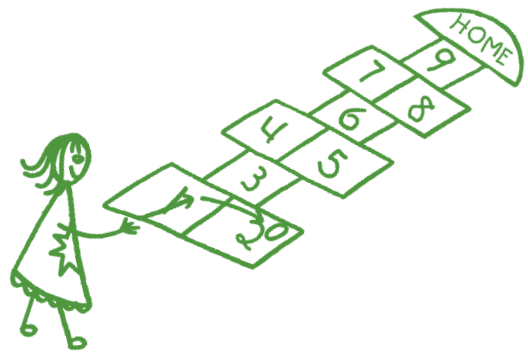
## ...Home Sweet Home

**4** To take her turn successfully, the player must make her way up the grid, turn round in the home box and then make her way back down the grid, stopping in box number one to pick up her marker before landing back behind the starting line.

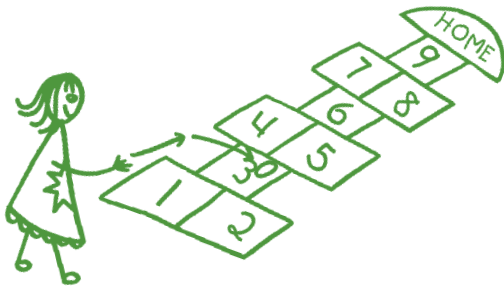
- If a player misses a box, steps on any of the grid lines or loses her balance and puts down more than one foot (or her hand) in a box, her turn ends and she has to play the box again next time.



**5** When she has completed a box, player one throws her marker into box two and begins again. A player's turn is over when she fails to get her marker in a box, or to complete the grid properly.



**6** Carry on playing, taking it in turns to throw and hop your way around the grid. When play comes back round to player one, she continues where her last turn finished. For example, if she completed boxes one and two, but missed when she threw her marker at box three, she starts this turn by throwing at box three again.



**7** The winner is the first player to successfully throw her marker and hop the grid for all ten boxes in order.



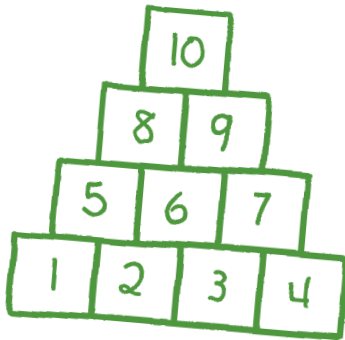
## Instructions Hop Like An Egyptian

### Equipment

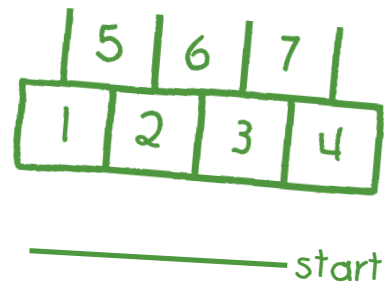
- Chalk or masking tape
- Grid template to copy
- Marker (this could be a stone, a beanbag or any small object which it's safe to throw)



**1** Copy the pyramid template to mark your grid out on the ground. You can either use chalk or masking tape to do this, but remember to ask permission first.

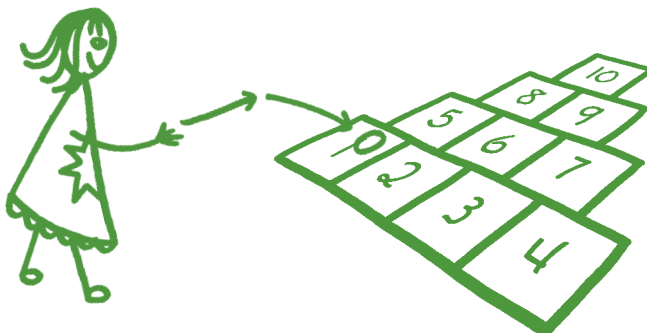


**2** Stand at the bottom edge of the grid, next to box number one, and take a long stride away from it. Draw a line just in front of your feet and beside it write the word 'start'.



**3** Player one stands behind the start line and throws her marker into the first box.

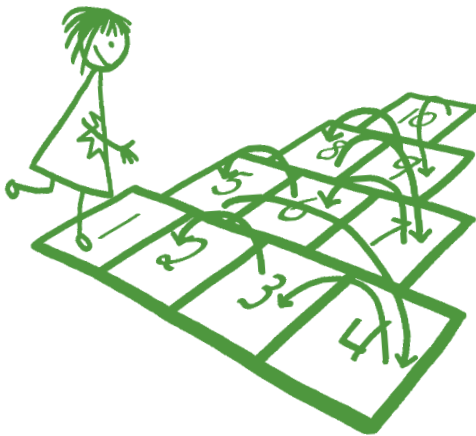
- If it misses the box, lands on a different one or is touching any of the lines around the outside of the box, the player loses her turn.
- If it lands inside the box, the player can make her way up and back down the grid. In this grid, hops and jumps are used. The single boxes (three, six and nine) must be hopped on one foot. Those which are side by side in pairs can be jumped, so for boxes four and five on the way up the grid, jump with your left foot on number four and your right foot on number five.



## ...Hop Like An Egyptian

**4** To take her turn successfully, the player must make her way up the pyramid grid in number order, turn at the end and then make her way back to the beginning, stopping to pick up her marker before landing back behind the start line.

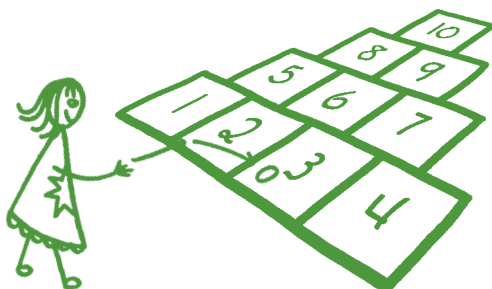
- If a player misses a box, steps on any of the grid lines or loses her balance and puts down more than one foot (or her hand) in a box, her turn ends and she has to play the box again next time.



**5** When she has completed a box, player one throws her marker into box two and begins again. A player's turn is over when she fails to get her marker in a box, or to complete the grid properly.



**6** Carry on playing, taking it in turns to throw and hop your way around the grid. When play comes back round to player one, she continues where her last turn finished. For example, if she completed boxes one and two, but missed when she threw her marker at box three, she starts this turn by throwing at box three again.



**7** The winner is the first player to successfully throw her marker and hop the grid through all ten boxes in order.



### TOP TIP

If it's too wet or cold to play hopscotch outdoors, why not create an indoor version of the game? Use a marker pen to draw a grid onto an old sheet or large piece of plain coloured fabric and smooth it out on a carpeted floor. Make sure you move any furniture and breakables well out of the way, and use something soft, like a rubber or a small beanbag as a marker. Always make sure you play on a carpeted floor - your fabric grid will slip around and could be dangerous on smooth, polished surfaces such as wood or tiles.

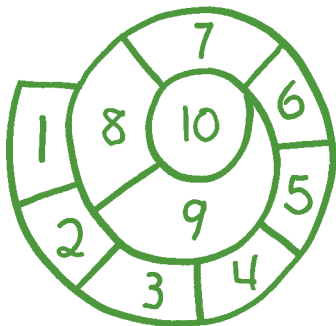
## Instructions Snail Trail

### Equipment

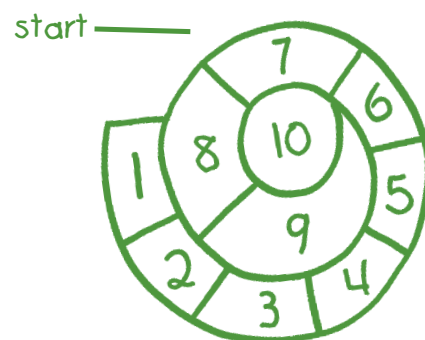
- Chalk or masking tape
- Grid template to copy
- Marker (this could be a stone, a beanbag or any small object which it's safe to throw)



**1** Copy the pyramid template to mark your grid out on the ground. You can either use chalk or masking tape to do this, but remember to ask permission first.



**2** Stand at the bottom edge of the grid, next to box number one, and take a long stride away from it. Draw a line just in front of your feet and beside it write the word 'start'.



**3** Player one stands behind the start line and throws her marker into the first box.

- If it misses the box, lands on a different one or is touching any of the lines around the outside of the box, the player loses her turn.

- If it lands inside the box, the player can make her way up and back down the grid. In this grid, hops and jumps are used. The single boxes (three, six and nine) must be hopped on one foot. Those which are side by side in pairs can be jumped, so for boxes four and five on the way up the grid, jump with your left foot on number four and your right foot on number five.



## ...Snail Trail

**4** To take her turn successfully, the player must make her way up the pyramid grid in number order, turn at the end and then make her way back to the beginning, stopping to pick up her marker before landing back behind the start line.

- If a player misses a box, steps on any of the grid lines or loses her balance and puts down more than one foot (or her hand) in a box, her turn ends and she has to play the box again next time.



**5** When she has completed a box, player one throws her marker into box two and begins again. A player's turn is over when she fails to get her marker in a box, or to complete the grid properly.



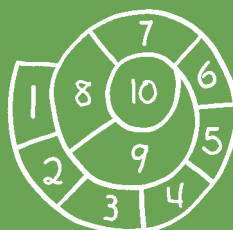
**6** Carry on playing, taking it in turns to throw and hop your way around the grid. When play comes back round to player one, she continues where her last turn finished. For example, if she completed boxes one and two, but missed when she threw her marker at box three, she starts this turn by throwing at box three again.



**7** The winner is the first player to successfully throw her marker and hop the grid for all ten boxes in order.

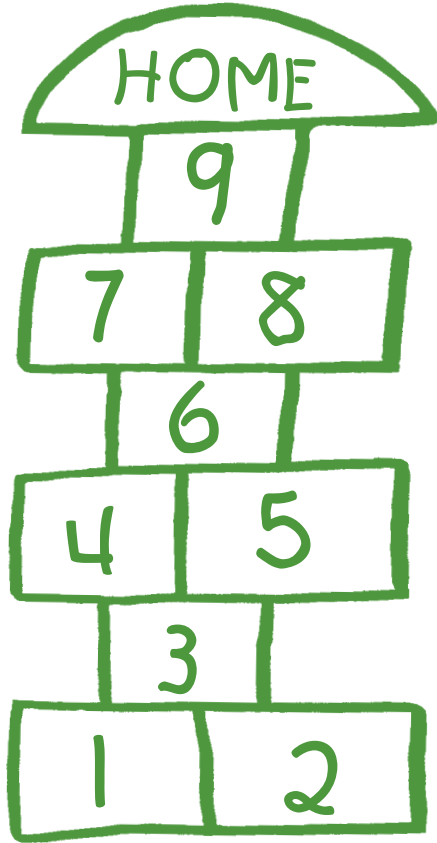


## TOP TIP

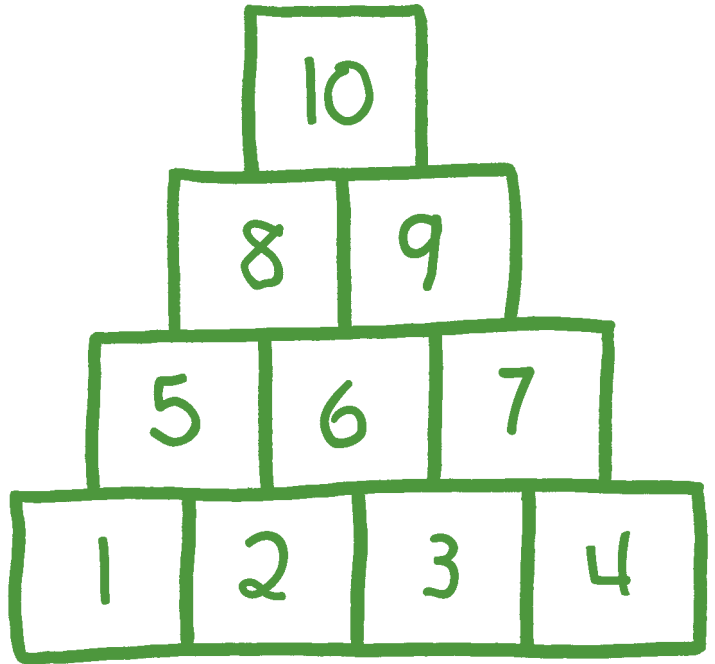


Once you've got the hang of the game, why not make it a bit trickier? Add a new rule which says that you mustn't land in the same box as your marker, but instead hop over it. For example, if you've thrown your marker into box number three, you hop into box one, box two and then hop right over box three to land in number four. On the way back round the grid, stop in box four while you pick up your marker and then hop straight over into box two, one and back to the start.

## Home Sweet Home



## Hop Like An Egyptian



## Snail Trail

