

HOPSCOTCH IS PLAYED ALL AROUND THE WORLD

HOPSCOTCH FROM HOLLAND:

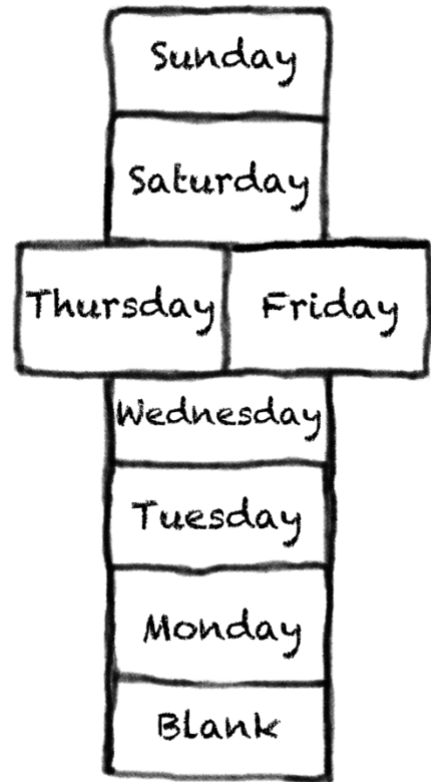
Days of the Week

For two + players

- **Chalk**
- **A marker for each player** (a rock, button, or other small object to throw)

How to Play:

1. Draw your court, making eight squares as shown.
2. Square 1 is 'BLANK' and the rest labeled with the days of the week.
3. The first square, BLANK, is a "safe" zone.
4. Stand in the BLANK square. Toss your marker into the box marked MONDAY. The marker must land within the square. If it lands outside the square, the player loses their turn.
5. Starting on the BLANK square, stand on one foot. Hop over the MONDAY square to land in Tuesday. Continue hopping through the days of the week in order, calling out each day as you land in the square. If you lose your balance, step on a line, land outside the square, or say the wrong day, you forfeit your turn.
6. Land in the SUNDAY square on two feet. You may take a rest here.
7. On one foot, hop back through the days of the week in reverse order. Make sure you hop over MONDAY on the way back, too!
8. Stand in the blank square and toss your marker on TUESDAY. Hop through the days of the week, skipping TUESDAY this time.
9. Repeat these steps for every day of the week. Remember, on the SUNDAY turn, you don't get a rest!
10. Make sure you hop over your opponents' markers as well.
11. The first player to make it through all of the days and back again wins the game!



Lose your turn if you:

- toss your marker into the wrong square
- call out the wrong day of the week
- lose your balance, or step on a line or outside of the square

Not enough sidewalk space? It is easy to play hopscotch by drawing a court in the dirt, or even creating a court out of masking tape indoors on a rainy day. Use your imagination!

HOPSCOTCH IS PLAYED ALL AROUND THE WORLD

HOPSCOTCH FROM FRANCE

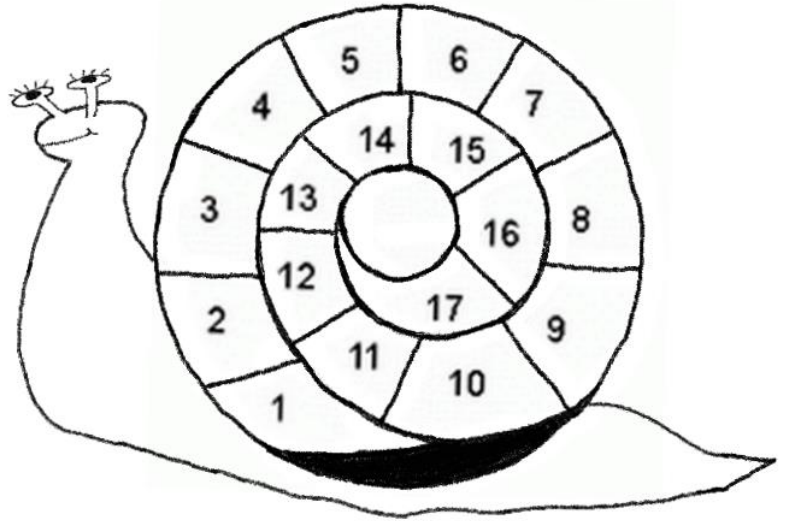
Escargot (Snail)

For two + players

- Chalk

How to play:

1. **Draw A Spiral Court.** **The Snail!** Start with 1 in the first square and increase as you move toward the center of spiral, with a blank 'safe' space in the center.
2. Make your court as big as you want, but remember: the higher the number of squares, the harder your game will be!
3. Start on square 1. Hop all the way through the spiral until you reach the blank "SAFE" square in the center. You may rest here. Without switching feet, hop in reverse order through the spiral.
4. If you make it all way to the center and back without losing your balance or stepping on a line, you may mark one square anywhere in the spiral with your initials.* On your turns, you may place two feet in squares with your initials, while other players must hop over those squares.
5. Continue taking turns through the spiral until it becomes impossible to make it through the court.



Lose a turn if you:

- lose your balance
- land outside the court or step on a line
- land in a square with an opponents' initials

* **Also try** marking your square with simple pictures or symbols, like a heart or smiley face.

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HOPSCOTCH FROM INDIA:

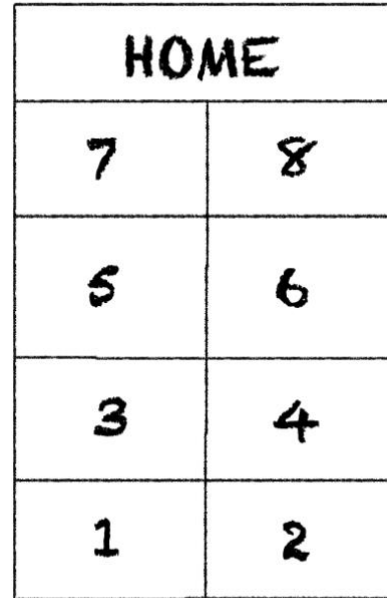
Kith-Kith

For two + players

- Chalk
- A marker for each player (a rock, button, or other small object to throw)

How to Play:

1. Draw your court, making eight squares in a long rectangle with a long HOME “safe” space at the end, as shown.
2. Stand at the front of the court, outside of the squares. Throw your marker in the square marked 1. The marker must land within the square. If it lands outside the square, the player loses their turn.
3. Skip over square 1 and hop through the remaining squares. You must land in a right square on your right foot and land in a left square on your left foot. If there are two open squares next to each other, place one foot in each square.
4. When you reach the HOME space, you may land on two feet and rest. Turn around and hop back. Stop in square 2. Pick up your marker and exit the court.
5. Toss your marker into square 2. Hop through the court, skipping 2 this time. When you hop back, stop in square 3, pick up your marker, and hop out of the court.
6. Repeat these steps for all 8 squares. The player who makes it through all the squares wins!



Lose your turn if you:

- toss your marker into the wrong square
- land in a square on the wrong foot
- lose your balance, or step on a line or outside of the square

* **Also try** creating a rhyme or song to sing as you hop through the court!
There are many versions of this game with different court layouts. Once you have mastered this version, create your own court.

Not enough sidewalk space? It is easy to play hopscotch by drawing a court in the dirt, or even creating a court out of masking tape indoors on a rainy day. Use your imagination!