



## Game 5

# Hopscotch

**Grades:** 4-6

**Number of Players:** As many players as you like!



**Equipment:** A piece of chalk

### How to Play:

- First a course is laid out and composed of a series of linear squares interspersed with blocks of two lateral squares and a "safe" base in which the player may turn before completing the reverse trip. The squares are then numbered in the sequence in which they are to be hopped.
- The first player tosses the marker (a stone, coin, ect.) into the first square. The player then hops through the course, skipping the square with the marker in it.
- Single squares must be hopped on one foot. Side by side squares are straddled, with the left foot landing in the left square and the right foot in the right square. The squares marked "safe" are neutral and may be hopped in any manner without penalty.
- Upon successfully completing the sequence, the player continues the turn by tossing the marker into square number two, and repeating the pattern.
- If while hopping through the court in either direction the player steps on a line, misses a square, or loses balance, the turn ends. Players begin their turns where they last left off. The first player to complete one course for every numbered square on the court wins the game.

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