Games of the Past

Hopscotch

Materials:

- Hopscotch Diagram
- Hopscotch bags (12)
- Chalk
- Foam Hopscotch Kit (10 squares, 2 circles)

Classroom Time: 1 class period

Objectives:

- Student learns the rules and processes involved in playing hopscotch.
- Student develops coordination hopping on one foot, and into a specific area.
- Student learns that the game has a particular order, like many things in life.

Teacher’s introduction to the activity:

Hopscotch is a sequential, detail oriented game that involves problem solving, physical education, and promotes positive social interaction. Tell the students that hopscotch played many years ago in one room schoolhouses, mostly with a circle in the dirt. According to J.W. Crombie, Esq., it was a prominent game in England in the 1600s and later, handed down from generation to generation. However, it is even older than that! In Ancient Britain during the Roman Empire soldiers wore full armor while training on hopscotch courses over 100’ long. They did it to improve their footwork, like football players today. Children copied what they saw, and turned it into a game. It has many aliases, among them “Potsie”, “Halliwell”, “Piko”, in France “Marelles”, in Germany “Templehupfen”, the Netherlands “Hinklebaan”, “Ekaria Dukaria” in India, “Pico” in Vietnam, and last “Rayuela “ in Argentina.

Instruction: See instruction sheet.

Variations:

1. Instead of numbers, use letters, shapes, or colors.
2. Children often make up songs as they play; create a song used while children jump.
3. Play as a team.

Hopscotch

Hopscotch is a versatile kid's game that can be played indoors and outdoors, by any number of players. The object of the game is to hop across a grid of numbered squares, ensuring that no mistakes are made during the process.

Initial Setup

Draw the hopscotch grid on the ground using either chalk or tape. (If you are playing indoors, you can construct the grid using tape for the grid lines.) The pattern is a series of 10 squares using this typical arrangement: a single square, two adjacent squares, followed by a single square, another pair of adjacent squares, and so on. [squares 1, 4, and 7 are the single squares]. Each square is 18 inches to 24 inches wide. Each square is numbered, starting from one and ascending all the way to 10. Finally, a starting line is drawn 6 inches behind the initial square. Additionally, a dome-shaped space known as the "resting area" can be placed at the farthest end of the hopscotch grid if players wish to have this space as a resting point during a round.

Gameplay

A player tosses a stone. The player follows the grid hopping (one foot on the single squares and two feet on each adjacent square) and must hop over the square holding their stone. The player then turns around, repeats the same hopping pattern, pauses on the square just before the square with the stone, picks up the stone and then hops on the remaining squares. This process is repeated again, throwing the stone on the next highest numbered box, then hopping on the squares in the same manner.

End of Round

The player's round ends under several conditions: the stone does not land on the appropriate box*, a player loses their balance, a line is stepped on, a wrong box was hopped on either out of order or with a stone, both feet were placed in a box or the stone was not picked up.

*In the case that the stone does not land on the appropriate box the player goes to the back of the queue.

Play continues until one player remains.