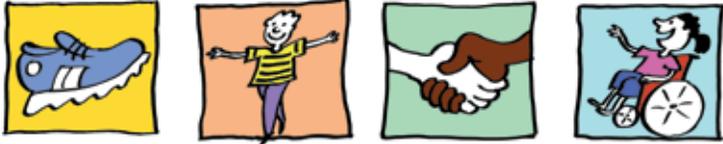


Go Play Hopscotch!

Boggy Marsh Hopscotch



What's Needed

- 2+ players, ages 6 – 10
- a hard surfaced area and sidewalk chalk

How to Play

- Draw a grid (as shown) big enough for the players. The circles are the stepping stones and the space between is the Boggy Marsh, infested with leeches and water snakes. The players must get through the Boggy Marsh without falling in. The stepping stones must be placed close enough together so a player can hop on 1 foot from 1 stone to the next.
- The first player starts on stepping stone 1 and hops on the same foot all the way to stepping stone 14. When she gets to 14, she turns and hops back.
- If she survives, she begins again jumping only on the odd numbered stones. Her next challenge is to hop only on the even numbers.
- If the player lands on the stepping stone with both feet or 1 foot touches the Marsh, her turn is over.
- The first survivor to complete all stages is the winner.



Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to move through the grid.
 2. Boundaries/space.
 3. Pairing.
 4. What ends a turn?

Go Play Hopscotch!

Discover the Universe



What's Needed

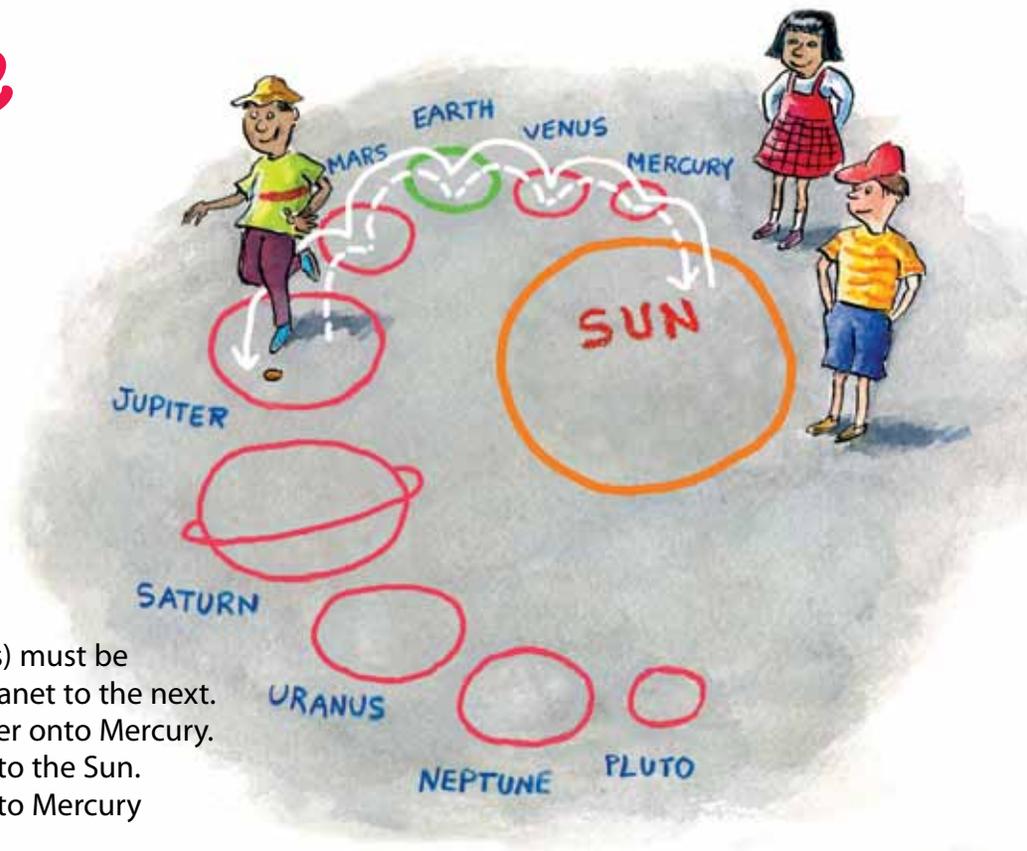
- 2+ players, ages 6 – 10
- a stone/marker per player
- a hard surfaced area and sidewalk chalk

How to Play

- Draw a grid (as shown) big enough for the players. The planets (circles) must be placed close enough together so a player can hop on 1 foot from 1 planet to the next.
- The first player begins by standing on the Sun and throwing his marker onto Mercury. He hops from the Sun to Mercury, picks up his marker and hops back to the Sun.
- The player then throws his marker onto Venus. He hops from the Sun to Mercury to Venus, then picks up his marker and hops back to the Sun.
- Play continues through all the planets.
- If the player throws his marker on the wrong planet, misses a planet, touches the ground with his other foot or hand or lands on a line, his turn is over and the next player begins.
- All players to complete the routine are winners.

Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to move through the grid.
 2. Boundaries (the grid can be a big circle with the planets inside).
 3. Pairing.
 4. What ends a turn?



Go Play Hopscotch!

Dragon Hopscotch



What's Needed

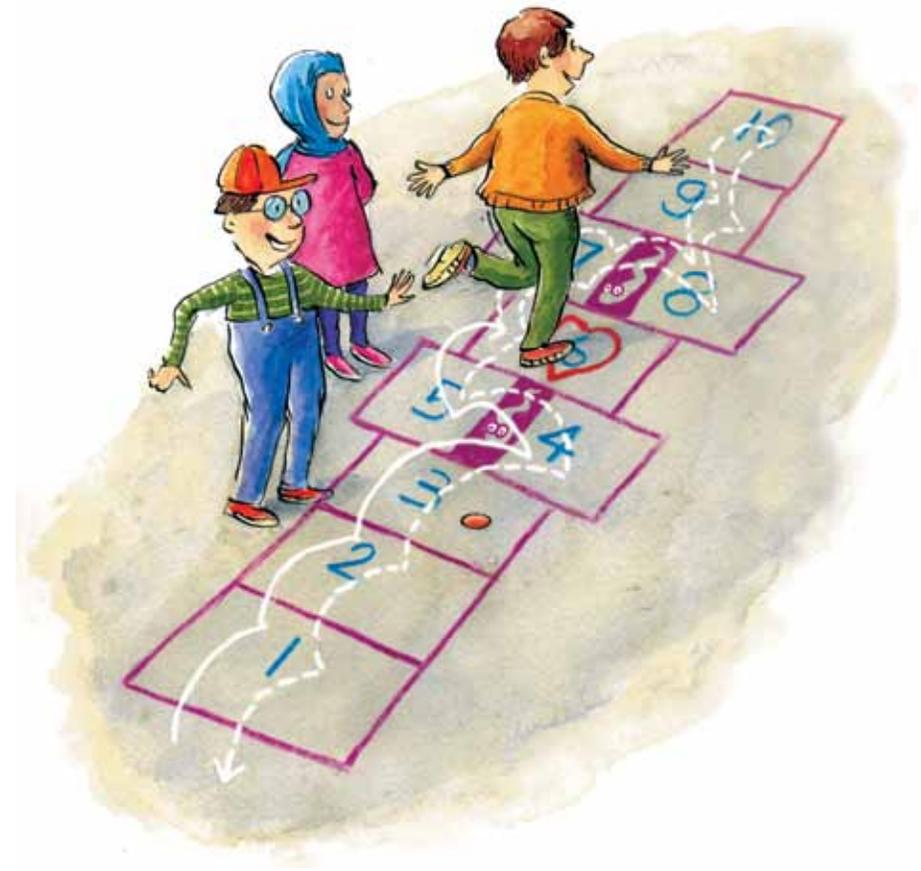
- 2+ players, ages 6 – 10
- a stone/marker per player
- a hard surfaced area and sidewalk chalk

How to Play

- Draw a grid (as shown) big enough for the players. The shaded areas between 4 & 5 and 7 & 8 are called Dragons.
- The first player throws his marker onto square 1. He jumps on 1 foot over square 1 onto square 2 and continues through the grid to square 10.
- A player must jump over any space containing his marker.
- The player continues his turn, throwing his marker onto squares 3 to 9.
- If his marker lands:
 - a) on a Dragon, he must move back to square 2.
 - b) inside the Heart in square 6, he can move his marker directly to square 9.
- In square 10, he turns around and can change feet. He continues back through the grid, bending to pick up his marker on the way back.
- If a player throws his marker on the wrong square, lands in a square holding his marker, touches the ground with his other foot or jumps on a line, his turn is over.
- All players to complete the routine are winners.

Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to move through the grid.
 2. Boundaries/space.
 3. Pairing.
 4. What ends a turn?



Go Play Hopscotch!

Earth to Sky Hopscotch

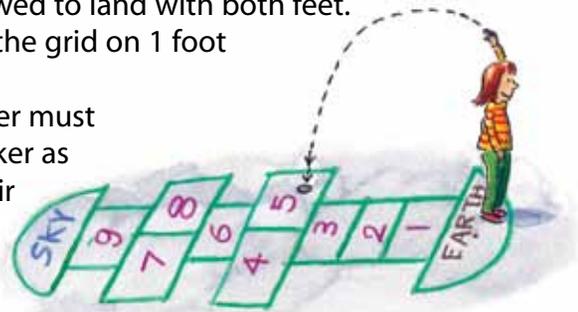


What's Needed

- 2+ players, ages 6 – 12
- a stone/marker per player
- a hard surfaced area and sidewalk chalk

How to Play

- Draw a grid (as shown) big enough for the players.
- The first player stands on Earth and throws his marker onto square 1. He hops on 1 foot onto square 1, picks up his marker, then turns and hops back to Earth.
- The player throws his marker onto square 2, hops onto square 1 then 2, picks up his marker, turns, then hops back on square 1 to Earth.
- The player continues through the hopscotch grid by throwing his marker on each square until he has completed the grid by getting to the Sky.
- If the player throws his marker on the wrong square, touches the ground with his other foot or hand or lands on a line, his turn is over.
- Once the grid is completed, the player stands on Earth with his back to the Sky and throws the marker over his shoulder. If the marker lands on a square, this square becomes free. On a free square, the player is allowed to land with both feet.
- The player now turns around and hops through the grid on 1 foot except for the free square.
- If the marker does not land on a square, the player must hop through the grid on 1 foot carrying the marker as decided by the other players. This may be on their head, hand or foot.
- All players to complete the routine are winners.



Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to move through the grid.
 2. Boundaries.
 3. Pairing.
 4. What ends a turn?

Go Play Hopscotch!

Everyone's Hopscotch



What's Needed

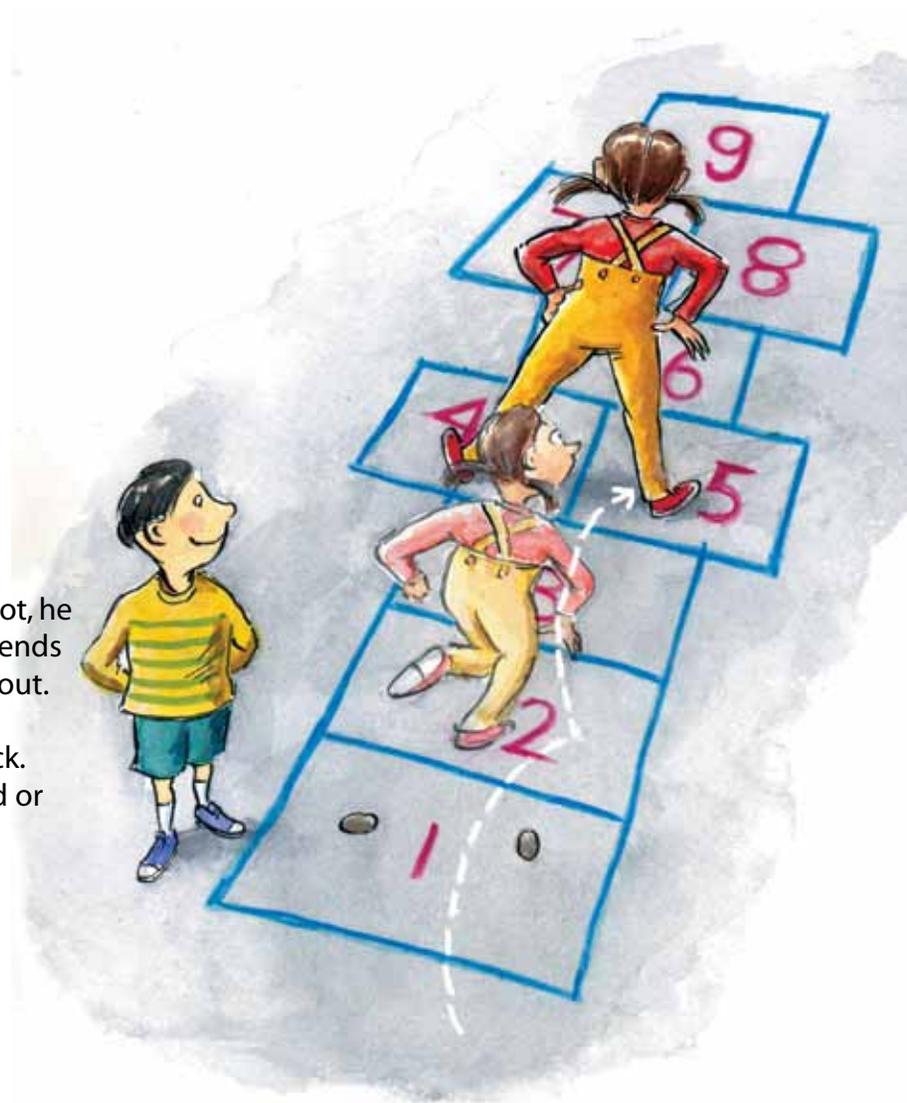
- 2+ players, ages 6 – 10
- a stone/marker per player
- a hard surfaced area and sidewalk chalk

How to Play

- Draw a grid (as shown) big enough for the players.
- All players place their markers on the square 1.
- The first player jumps on 1 foot over square 1 onto square 2. Using the same foot, he jumps through the grid. He then turns and comes back. At the last square, he bends to pick up his marker without touching any others, jumps over the square and out.
- The next player then throws his marker onto square 2, jumps on square 1 over square 2 and continues through the grid, picking up his marker on the way back.
- If he throws his marker on the wrong square, touches the ground with his hand or his other foot or jumps on a line, his turn is over.
- Once the player completes the whole grid he places his marker on the back of 1 hand and jumps through the grid and back without dropping the marker.
- All players to complete the routine are winners.

Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to move through the grid.
 2. Boundaries/space.
 3. Pairing.
 4. What ends a turn?



Go Play Hopscotch!

Neighbourhood Hopscotch

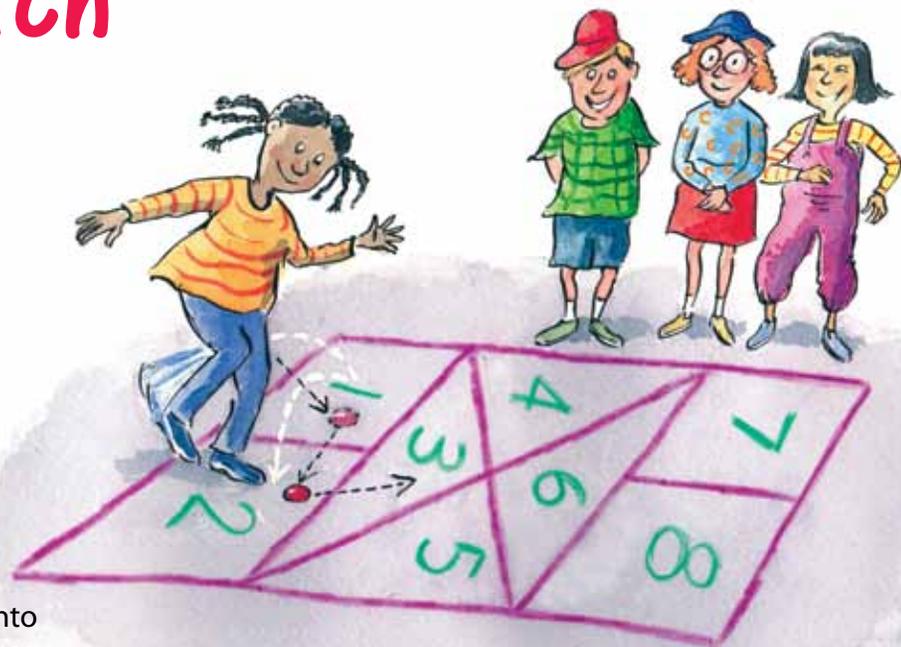


What's Needed:

- 3 – 6 players, ages 8 – 12
- 1 game marker and 4+ small bean bag markers per player
- a hard surfaced area and sidewalk chalk

How to Play

- Draw a grid (as shown) big enough for the players.
- The first player throws her game marker onto space 1. She hops on 1 foot onto space 1, then kicks this marker with her other foot onto space 2. She continues through the grid until the marker has been kicked into each space.
- When the player has reached space 8 she stands with her back to the grid and throws a house marker over her head into the playing area. The space on which it lands becomes her house where, on her next turn, she may stand on both feet and rest.
- Once the player has thrown her house marker, her turn is over and the next player begins. Using his game marker, the next player works his way through the grid, trying to get a house.
- A player loses his turn if he kicks his marker onto the wrong space, touches the ground with both feet or lands on a line. If this happens, his marker remains in the grid. On his next turn, he begins from this spot.
- The game continues with each player taking turns going through the grid and adding houses.
- The winner is the player who has the most houses.



Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to move through the grid.
 2. Boundaries/space.
 3. Pairing.

Go Play Hopscotch!

Snail Hopscotch



What's Needed

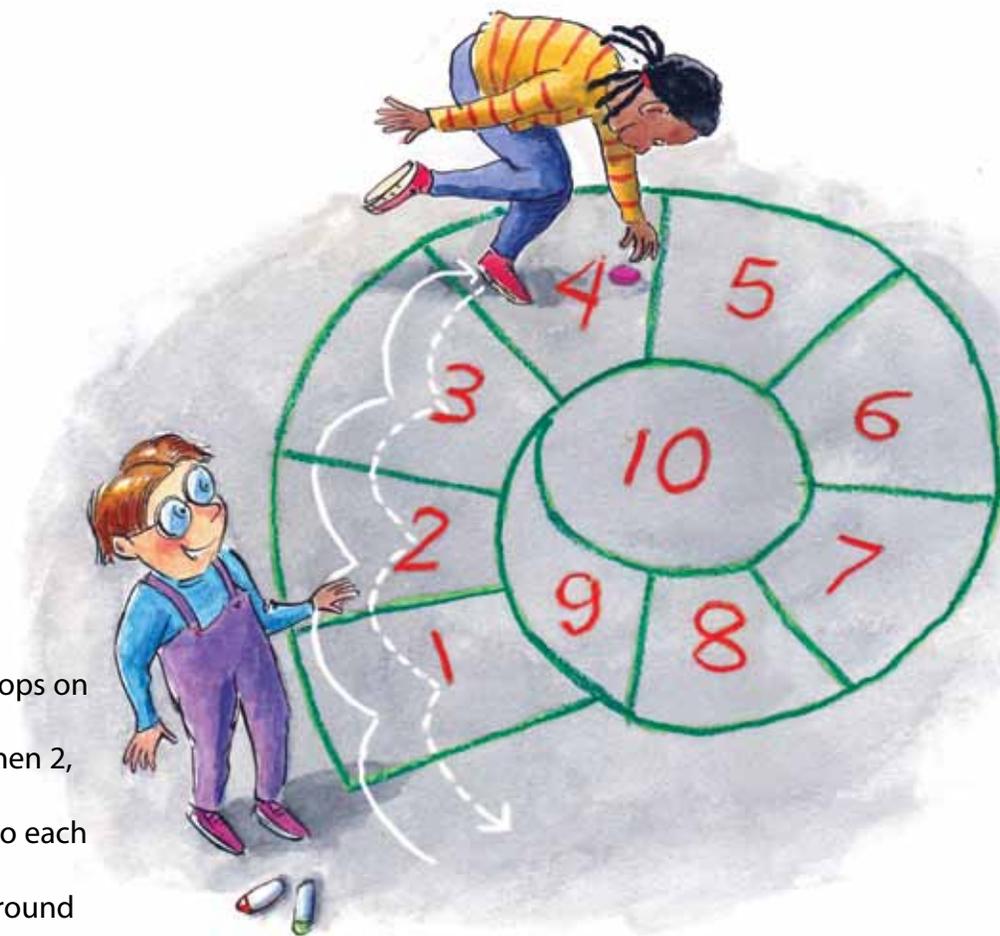
- 2+ players, ages 6 – 8
- a stone/marker per player
- a hard surfaced area and sidewalk chalk

How to Play

- Draw a grid (as shown) big enough for the players.
- The first player begins by throwing her marker onto space 1. She hops on 1 foot onto this space, bends to pick up her marker and hops out.
- The player then tosses her marker onto space 2, hops on space 1 then 2, picks up her marker and hops back to the start.
- The player continues through the grid by throwing her marker onto each space until she has completed all 10 spaces.
- If the player throws her marker on the wrong space, touches the ground with her other foot or hand or lands on a line, her turn is over.
- All players to complete the routine are winners.

Variations

- As the jumper lands on her space with the marker, she stands on 1 foot and counts out loud up to the number of the space on which she is standing.



Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to move through the grid.
 2. Boundaries/space.
 3. Pairing.
 4. What ends a turn?

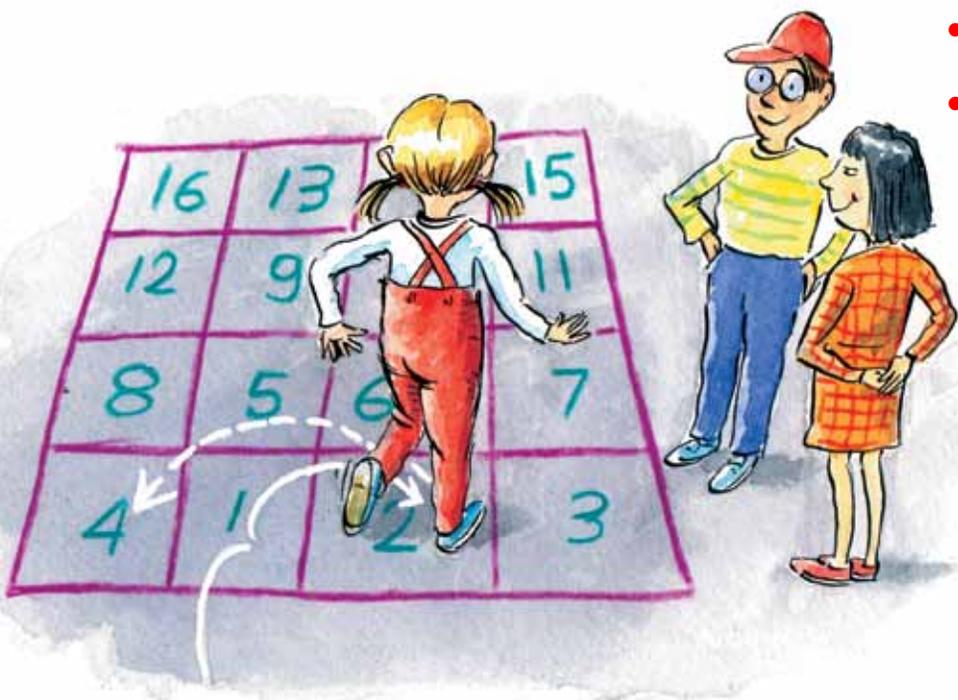
Go Play Hopscotch!

Village Hopscotch



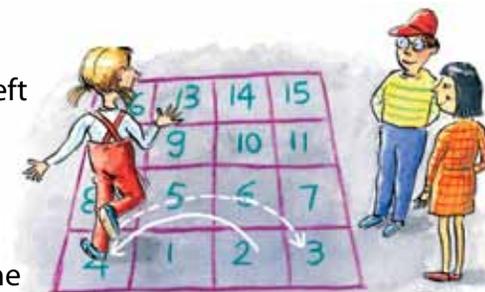
What's Needed

- 2+ players, ages 8 – 12
- a hard surfaced area and sidewalk chalk



How to Play

- Draw a grid (as shown) big enough for the players.
- The player begins by hopping with the left foot onto square 1 followed by the right foot onto square 2. Then left on 4, right on 3. Left on 1, right on 2. Then out of the grid.
- If successful, the player continues with the next row. Left on 5, right on 6. Left on 8, right on 7. Left on 5, right on 6. Left on 4, right on 3. Left on 1, right on 2. Then out of the grid. This continues until the player completes the 16 squares.
- If the player touches the ground with both feet or lands on a line, his turn is over.
- All players to complete the routine are winners.



Ability Adaptation Guidelines

- Decide before playing:
 1. Action – how to travel through the grid.
 2. Boundaries/space.
 3. Pairing.
 4. What ends a turn?