

Hopscotch – The Rules & How to Play

Step 1 Draw a hopscotch grid on the ground

Chalk is the best for drawing on a patio, stone or concrete. The squares need to be big enough to fit one foot in and to make sure that a stone thrown into it will not bounce out too easily.

We've designed a grid to go with the Make Your Move Hopscotch Challenge (see next page) but you can use any combinations of single or double boxes.

Step 2 Throw your stone into square one

The stone has to land in the square without touching the border or bouncing out. If you don't get it within the lines you lose your turn and have to pass the stone onto the next person. If your stone lands in the square correctly, you go onto the next step.

Step 3 Hopping and jumping through the grid

Hop through the squares skipping the one you have your stone in. Each square gets one foot - your starting foot is up to you. Always keep your feet inside the appropriate square(s), if you step on a line, hop on the wrong square, or step out of the square, you lose your turn.

Step 4 Pick up the stone on your way back

When you get to the last number turn around (either hopping or jumping depending on how your grid is drawn up) and hop and jump your way back in reverse order. While you're on the square before the one with your stone on, lean over and pick it up then skip over that square. You can't jump or hop in a square that you have just picked up your stone from.

Step 5 Repeat

If you completed your turn with the stone on square one, you then continue by throwing your stone onto square two on your next turn. The goal is to complete the course with your stone travelling through each square, the first person to do this wins the game.

Rules

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| Stones | Each player will need a distinct object to use as a marker on the grid. Stones are the preferred marker but you can use anything heavy enough not to blow away or roll. |
| Play Order | Choose who goes first, second and so on, you will go in the same order every round. |
| Out of Play | If your stone lands on the borders or lines of the grid you are unable to take your turn and the next person should start. |
| Win | To win in a group you must be the first to get all the way back to the beginning having successfully travelled through the board in square order. Win alone by getting all the way back to the beginning successfully. |

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