## Hopscotch

The material in this document is cited directly from the material supplied by school students in response to Section 7 of the original questionnaire.

R4
10 squares and you throw a stone and hop along and...
X10
Rules: You're not allowed to touch the lines. You're not allowed to change legs when hopping. On the way back you have to bend down and pick the object up you have thrown. You have to hop not jump or run.
e15
Played, but no details given.

> P27

Play hopscotch.

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\mathrm{O} 28 \text { - CH5 }
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[Diagram as for H35 below]. "You throw a stone to one of the squares, then hop to the end and pick up the stone and come back. But you can not jump on the square with the stone."

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\mathrm{O} 28 \text { - CH8 }
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Bark or stone is thrown. Hop but don't land where stone is. Bring stone back on return trip.
H35
"You need a flat stone and a hopscotch court. You need two or more people. A hopscotch court looks like this:


What to do: 1 . Throw the flat stone into square 1 , if it misses it is your opponent's turn. If it lands in the square, hop over it into square 2 , then hop in all the other squares and come back. Stop in square 2 and pick up the stone then hop over square 1 and back to start. This time aim for square two and keep on going like that. When the stone misses the square the other person goes."
"1. You stand behind a line a throw a stone, stick or block into the first square. 2. Next you hop over square 1 with one foot and thus into square 2 and you will land on one foot. Then into square 3. With both feet jump on four and five, one foot in each square. Then with one foot you hop into square 6 . After that you jump with both feet into 7 and 8, one foot in each square. Then you turn around and do the same thing back. When you get to square 2 , you bend down and collect your stick or stone. Then you hop over square 1 and throw again. Your next turn you throw from the back of the line but this time into square 2 and so on."
"[Diagram as above] First of all you throw a stone into square 1. Jump over square 1 and land in square 2 with one foot. Stay on that same foot and hop to square 3. Jump into square 4 and 5 with your left foot in square 4 and your right foot in square 5. Jump into those squares with both feet at the same time. Hop onto one foot again for square 6 , then do the same for 7 and 8 as you would 4 and 5. Turn around so that you now have your left foot in 8 and your right foot in 7 . Hop your way back just like you had before. Pick up the stone in 1 and then throw the stone into 2 and away you go again."
"[Diagram as above] First of all you throw the stone in square number 1. Jump over the square the stone is in and carry on down the rest of the squares. When you reach square 2 you bend down and pick up the stone from square 1 . Next jump into square 1 and back to the start. Then go and throw the stone into square 2 do the same the rest of the squares also hopping."
"1. First you and your friends get a stone or pebble to use. 2. Then the first person throws their stone into the first square marked 1. Then if they get it in they jump over the first one, hopping into every square. When you get to a double square e.g. 4-5 you put one of your feet into the $4^{\text {th }}$ square and one into the $5^{t^{\text {th }}}$. And do the same with 7 and 8 . Then they go back and stop in the $2^{\text {nd }}$ square and collect their stone and then jump over the $1^{\text {st }}$ square and back to where you start and then you throw your stone into the $2^{\text {nd }}$ square and do the same."
"1. Pick up a flat stone. 2. Throw stone on number 1.3. Jump over number 1 and bounce from 2 to 8. 4. Then turn round and jump back. 5. When you get to no. 2 bend down and pick up one stone and jump over no. 1.6. Then throw stone on 2 , jump to 1 and jump over 2 and do from 2-8 and back again. 7. And do the same all the way up and down."
C37 - IV1

Set squares: in one of these three patterns:


Gently throw a small object e.g. stone or piece of bark onto a number. Hop on each number from lowest to highest, missing out number on which object has landed. Turn and hop back picking up the stone as you come back. If you throw too hard and your object goes off the squares you miss your turn. You can also play by throwing the object on each number in order. Variation: Triangle hopscotch: Rules are as above, layout as in diagram:


