Games of the Past

A black and white square with numbers

Description automatically generated**Hopscotch**

**Materials:**

Hopscotch Diagram

Hopscotch bean bag or stone

Chalk

**Classroom Time:** 1 class period

**Objectives:**

Student learns the rules and processes involved in playing hopscotch.

**Teacher’s introduction to the activity:**

Hopscotch is a sequential, detail-oriented game. Roman Empire soldiers wore full armor while training on hopscotch courses over 100-feet long to improve their footwork, like football players today. Children copied what they saw and turned it into a game that has been handed down from generation to generation.

**Instruction:**

1. Throw a small stone or beanbag into the first square. (The stone or beanbag has to land inside the square without touching the borderline or bouncing out; if it lands on a line or outside the square, you lose your turn.)
2. If the stone or beanbag successfully lands in the first square, hop on one foot into the first empty square, and then every subsequent empty square in numerical order. Be sure to skip the one your stone or beanbag is in.
3. At the pairs (usually at 4-5 and 7-8), land on both feet, one in each square.
4. At 10, land with both feet, turn around, and head back toward the start.
5. When you reach the square with your stone or beanbag, pick it up—still on one foot—and complete the course.
6. If you finish without any mistakes, you have successfully completed the first level. Pass the stone or beanbag to the next player. On your next turn, throw the stone or beanbag to the next number, and attempt to go through the entire course without making a mistake.
7. If you fall, jump outside the lines, or miss a square, you lose your turn and must repeat the same number on your next turn. Whoever completes the whole course first up to the final square wins.

**Variations:**

1. Instead of numbers, use letters, shapes, or colors.

2. Play as a team.