

Hopscotch

What you need:

- ☞ Sidewalk chalk -
- ☞ A stone -

Historical Stuff:

Hopscotch dates back to the Roman Empire; Roman soldiers likely brought the game to Britain during the expansion of the empire. The game originally represented the soul's journey to heaven, or paradise; the top of the bed being Heaven. Shapes of Hopscotch "beds" varied from squares to circles to our own recognized shape of alternating double and single squares (Figure A):

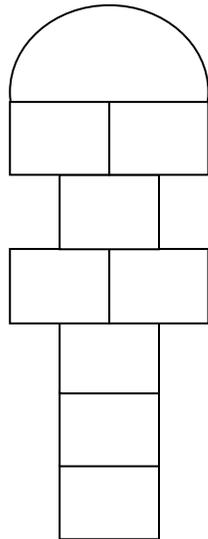


Figure A -

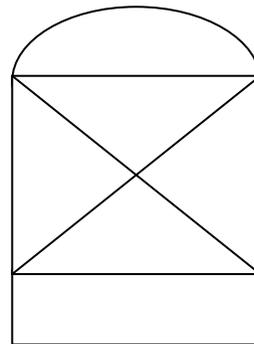


Figure B

Despite the differences in shape, the outline drawn on the ground was referred to as a "bed" because the most common outline resembled a bed (Figure B). But, just as the shape varied, so did the rules.

How to Play:

1. - First, each player must find a stone or marker to play with.
2. - Next, draw your bed design out on the sidewalk. Make sure that the spaces are good and large – your feet have to fit in, so squares should be almost 18 inches by 18 inches.
3. - Number the spaces, beginning with 1 at the bottom, and going up from that.

4. - To choose Player #1, each player must take a turn tossing their stone to the highest space. The stone must land within the space, or be mostly in the space if touching the line. The successful player goes first.
5. - Player #1 tosses his stone to the first space. (The same rules apply for the stone's position.) He then hops on one foot all the way to the top of the bed, turns around, still on one foot, and returns, stopping to pick up his stone before hopping out of the bed.
6. - If successful, Player #1 goes again, this time tossing his stone to the space marked 2. If he misses, his turn is over, and Player #2 gets her turn.
7. - Once a player has successfully made it all the way to the highest numbered space and back, the game can be finished, and that player declared the winner. Or the play continues in reverse order back to the first space, and that player is the winner. This is best decided before the game begins!

Rules:

1. - No leaning way into the bed when throwing your stone!
2. - Your stone must land in the space you are trying for, or, if touching a line, must be more inside the space than outside of it.
3. - You must always hop on one foot, and turn around on one foot – as soon as your other foot touches the ground, your turn is over and you must pick up your stone!
4. - When picking up your stone on the way back, you cannot touch the ground with either hand or your turn is over!
5. - If you forget to pick up your stone on the way by, your turn is over – no going back!
6. - When your turn ends, you begin your next turn working on the number you did not successfully complete on your last turn.

Variations to Try:

Many variations of hopscotch existed. In regions of Britain, for example, the rules were similar to those explained above, but the children had to hop through the bed with the stone balanced on the toe of one foot! In London, England, instead of tossing the stone or marker to each square, the children kicked their stones. In some parts of England, the children used a five square bed, and the children walked through each square of the bed with the stone balanced on the back of their hand. At the top, the player tossed the stone into the air and had to catch it. For the second square, the player walked with the stone balanced on one foot. Play continued with the stone balanced on a different location for each of the five squares.