

# HOPSCOTCH

1. Draw the scheme on the grass.
2. Throw a small flat stone (marker). If it lands on a line or outside the square, you lose your turn. Pass the marker to the following player and wait for your turn.
3. Hop on one foot into the first empty square and go on like that. Be sure to skip the one your marker is on. If you touch a line or you hop outside you lose your turn.
4. At the pairs (4-5 and 7-8) jump with both feet.
5. At 10 jump with both feet, turn around and head back towards the start.
6. When you get to the square where your marker is, pick it up - still on one foot - and complete the course.
7. If you finish without mistakes, pass the marker to the next player. On your next turn throw the marker to the next number.
8. If you fall, jump outside the lines, or miss a square or the marker, you lose your turn and must repeat the same number on your next turn.

Whoever reaches 10 first , wins.

Have fun !!!!!

