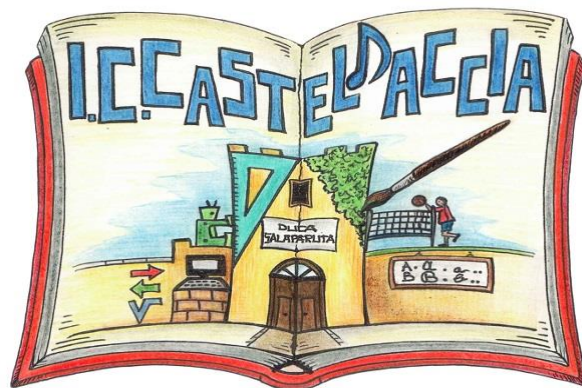




TRADITIONAL GAMES

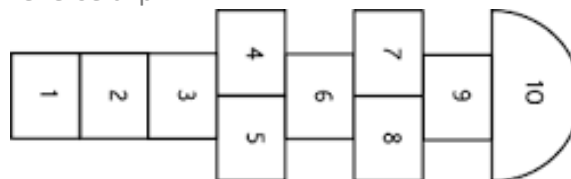


STITUTO COMPRENSIVO CASTELDACCIA



HOPSCOTCH

Design the court on the ground with chalk. Each square must be big enough for a foot to fit on it. Square number 10 is the "safe" or "home" base in which the player stops, regains his balance and turns before completing the reverse trip.



Toss a flat rock onto square one. The marker must land completely within the square without touching the line. If it lands outside the square, the player loses his turn and passes the rock to the next player.

Hop through the course, skipping the square with the marker in it. Hop on single squares only with one foot. Side by side squares can be hopped on with both feet (for example, 4/5 and 7/8)



Pick up the marker on the reverse trip. When the player reaches square 10, using only one foot, he must turn around and begin the reverse trip. When he reaches the square that precedes his marker, he bends down and picks it up. He skips the square and completes his trip. The turn passes on to the next player

Pass the rock to the next player.

If a player finishes his first trip he then tosses the rock on the next square and repeats the process. The goal is to complete the whole course tossing the rock on all the squares. The first player to complete one course for every numbered square on the court wins the game.

