

## Hopscotch

1. Draw or use masking /painter's tape to make the hopscotch diagram.
2. Throw any object you have into the first square. (If it lands on the line or out of the box your turn is over).
3. Hop on one foot into the first empty square, and then every subsequent empty square. Be sure to skip the one your marker is on.
4. At the pairs (4-5 and 7-8), jump with both feet.
5. At 10, hop with both feet, turn around, and head back toward the start.
6. When you reach the marked square again, pick up the marker -- still on one foot! -- and complete the course.
7. If you finished without any 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.