

GR4K Games

Hopscotch: (Skill: Taking Turns)

Directions –

1. Draw a hopscotch grid, number the squares 1 – 10
2. Player 1 tosses marker into square 1, jumps onto the grid landing on square 2 and 3 (one foot in each), hop to square 4 (one foot), hop to 5 and 6 (2 feet), hop to 7 (one foot), hop to 8 and 9 (1 foot each), then hop to 10. Hop to turn around and reverse path back to squares 2 and 3, pick up marker, hop one foot on square 1 and off the grid.
3. If player 1 finishes without stepping on lines, he goes again. This time player drops the coin on square 2 and repeats the hopping, this time skipping square 2
4. Player keeps going to square 10 if he doesn't step on lines, miss a square, or step into the marker space.
5. When player 1 ends turn, next player takes a turn.

Hopscotch Grid 1:	Hopscotch Grid 2:	Hopscotch Grid 3: