

February Challenge: Hopscotch!

Hopscotch is a traditional playground game for children – have you played before? Or maybe, you've seen a hopscotch game marked out on the floor but never known how to play? You only need some space to play, some way of marking out the area and a small object to throw. So, here's a challenge to get you hopscotching either for the first time, or with some different ways to play for you more experienced children (and adults!). Here's the classic game first...

You will need:

- Somewhere to mark out the game on the floor (outdoors or indoors)
- Chalk or a stone or tape
- A marker (stone or other object)

Step 1: Draw a traditional hopscotch diagram like the one in the picture (chalk is best for the pavement outdoors but you might find that a stone will make a good enough mark. If you're playing inside, you could use tape)

Step 2: Throw a small stone, twig, beanbag, or other marker into the first square. (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 next turn.)

Step 3: Hop on one foot into the first empty square, and then every empty square after that. Just make sure you skip the one your marker is on.

Step 4: When you get to the pairs of numbers (2-3, 5-6, 8-9), jump with both feet, one in each square.

Step 5: At number 10, land as a jump with both feet in the square. Then make your way back to the start in the same way (hop on single numbers, jump for the paired numbers).

Step 6: When you reach the square with your marker in, pick up the marker—still on one foot (don't wobble over!)—and complete the course, back to the start.

Step 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. If you fall, or jump outside the lines, or miss a square or don't pick up the marker, you lose your turn and must repeat the same number on your next turn. Whoever reaches 10 first, wins.

To make things a little more challenging, try these suggestions...**Watch the Time:** Set a timer for 30 seconds. Each player must complete the course within the time frame to proceed. If you go into overtime, you lose your turn. **Sign on the Line:** Instead of throwing the marker in order of the numbers, throw it in any square. When you complete a successful turn, write your initials or name in the square where your marker landed and pass it to the next player. The game ends when all spaces have been signed. The person with the most signed squares wins. **Kick It:** Try kicking the marker from space to space—with your hopping foot—as you jump through the course.

If you attend a Sheffield school, you can collect **1 CU credit** for completing this task. To claim your credits, please complete and return a Sheffield CU Home Learning Challenge Reflection Diary which can be found here: <https://bit.ly/SCUHomeLearningReflectionDiary> Once you have completed all the challenges, email your reflection diary along with evidence of your completed activities to cu@sheffield.gov.uk (photos/videos etc.) and we'll award CU credits. We can't wait to see your work!

