

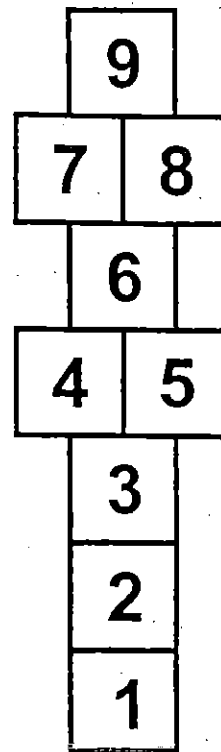
# HEAVEN AND EARTH

This hopscotch variation originates in Italy. Draw a hopscotch board with nine squares and number them from one to nine. At the bottom of the first square draw a rectangle, this is "Earth" and above the ninth square draw a circle, this is "Heaven".

The first player stands on "Earth" and throws their marker into square one. The player hops on one foot into the square, picks up the marker and hops back to "Earth". This is repeated for each square with the player always returning to "Earth".

Once all nine squares are successfully completed, the player tosses their marker into "Heaven". The player then stands on "Earth" and tosses their marker over their shoulder. If it lands in a square, it becomes a free square and the player can land on two feet. If the marker does not land in a square, the player must hop from "Earth" to "Heaven", carrying their marker in a manner determined by the other players, i.e., on their head, foot. The first person to finish wins.

## HEAVEN

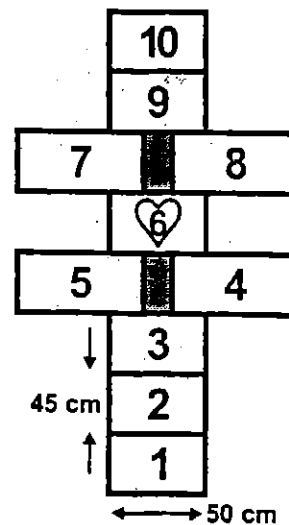


## EARTH

# DRAGON HOPSCOTCH

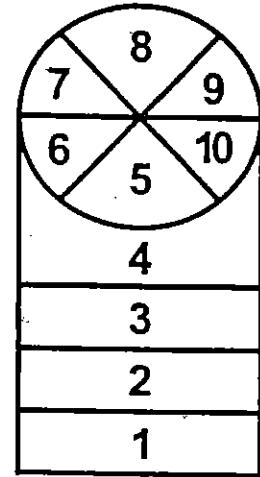
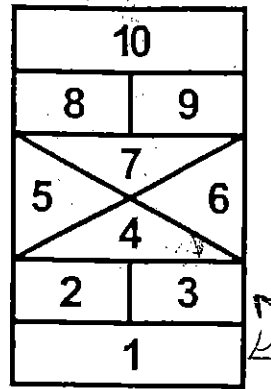
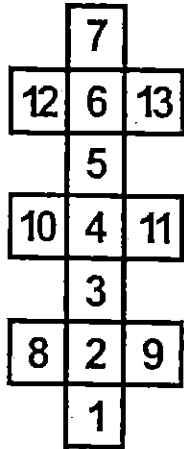
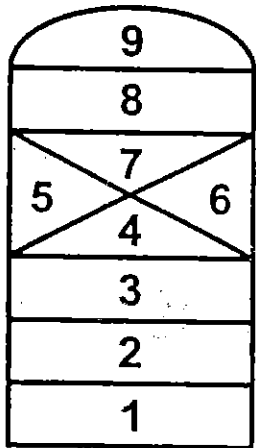
Dragon hopscotch has many surprises. As in other games, if the player successfully tosses their marker into the required square they hop through the course, picking up their marker on the way back. The shaded areas between squares four & five and seven & eight are the "dragons". If any player lands on a "dragon" they are sent back to square two.

Square six is also special. If a player is throwing at this square and it lands inside the heart then they can move to square nine. When a player gets to square four and five, they jump  $\frac{1}{2}$  way around once, and again continue to one. The object is to successfully get to square ten.



# HOPSCOTCH

The following diagrams show a variety of different hopscotch designs. The general rules of the game vary little regardless of which court markings are used. All squares, X's and semi circles should be large enough to accommodate a child's foot approximately 30 - 40 cm. Use a small stone, penny, stick or bean bag as a marker to throw. One marker is needed per child. Children begin by learning to hop on one foot through the squares while keeping their balance and not stepping on any lines.



All squares, x's, semicircles, etc., should be made large enough to accommodate a child's foot comfortably (30-40cm).

