

# HOPSCOTCH FOR THE MOB

PLAYERS: ANY



## DESIGN

**DESIGN YOUR HOPSCOTCH. IT CAN BE ANY SHAPE AND ANY DIRECTION. THE STANDARD ONE HAS 10 SQUARES BUT YOU CAN HAVE AS MANY AS YOU LIKE!**

## DRAW

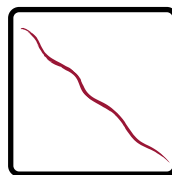
**DRAW YOUR DESIGN ON CONCRETE WITH CHALK. CHALK WASHES AWAY AND WON'T RUIN THE CONCRETE.**

## ANIMALS

**TRY SOMETHING DIFFERENT. REPLACE THE NUMBERS WITH ANIMAL TRACKS. HERE'S SOME EXAMPLES.**



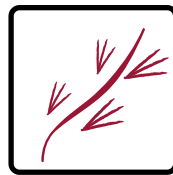
Kangaroo



Snake



Emu



Goanna



Human



Dingo

## HOW TO PLAY

- 1. THROW A FLAT STONE OR SIMILAR OBJECT TO LAND ON SQUARE ONE. IT HAS TO LAND INSIDE THE SQUARE WITHOUT TOUCHING THE BORDER OR BOUNCING OUT. IF YOU DON'T GET IT IN THE LINES, YOU LOSE YOUR TURN AND PASS THE STONE TO THE NEXT PERSON.**
- 2. THE TRACK YOUR MARKER LANDS ON IS THE ANIMAL YOU HAVE TO BE WHILE HOPPING THROUGH THE SQUARES, BUT SKIP THE ONE YOU HAVE YOUR MARKER ON.**
- 3. PICK UP THE MARKER ON YOUR WAY BACK AND PASS THE MARKER ON TO THE NEXT PERSON.**
- 4. IF YOU COMPLETED THE COURSE WITH YOUR MARKER ON SQUARE ONE (AND WITHOUT LOSING YOUR TURN), THEN THROW YOUR MARKER ONTO SQUARE TWO ON YOUR NEXT TURN. YOUR GOAL IS TO COMPLETE THE COURSE WITH THE MARKER ON EACH SQUARE. THE FIRST PERSON TO DO THIS WINS THE GAME**

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try these different designs or make your own

