

EduTrend Contents

G4C · TRADITIONAL AND PLAYGROUND GAMES · PRIMARY

Hopscotch

The classic chalk grid game that builds balance, hopping strength and number recognition

Ages 5–10	Level: Foundation	30 minutes	Groups of 2–5 per grid · up to 30	Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Hopscotch

Groups draw a chalk grid of numbered squares from 1 to 10, with single and paired squares. A player throws a stone or beanbag into square 1, hops over it through the grid, landing on one foot in single squares and two feet in paired ones, turns, hops back and picks it up. If the stone misses or a foot touches a line, the turn passes. Next go, aim for square 2.

Learning outcomes

By the end of the session pupils can:

- hop and land with balance;
- recognise and order numbers;
- take turns and follow rules;
- settle small disputes fairly.

KEY WORDS

hop · grid · number · turn · line · fair

CURRICULUM LINKS

PE: balance and hopping. Maths: number order. PSHE: turn-taking.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**ADAPT**	**TALK**	**COOL DOWN**
Get moving safely	One rule at a time	Short rounds	Easier or harder	What helped?	Calm and review

Materials (per grid)

- Chalk
- One small stone or beanbag per player
- Worksheets 1, 2 and 3

Before the session

- Choose a flat, dry surface.
- Draw one grid per group.
- Show single and paired squares.
- Agree how disputes are settled.

SAFETY

Flat, dry surface only. Throw stones gently and low. Keep waiting players behind the grid.

ACTIVITY 01 · SESSION PLAN

Step by step

Once learned, let children run the game themselves; step in only if needed.

Time	What happens	Say or ask
0–5 min **Warm up**	Hops on each foot and two-foot jumps.	*"Which foot is stronger?"*
5–10 min **Explain**	Walk through a turn.	*"When does your turn pass?"*
10–27 min **Play**	Groups play; children settle turns.	*"What square are you aiming for?"*
27–30 min **Cool down**	Share and tidy.	*"How did you settle a disagreement?"*

CHALLENGE CARD (print or copy onto the board)

Get your stone all the way to square 10 by hopping cleanly and aiming carefully.

ACTIVITY 01 · FACILITATOR NOTES

The game know-how in brief

Hopping on one foot builds leg strength and balance, and landing in paired squares trains quick switches between one and two feet.

Playground games ask children to agree rules and settle disputes without an adult, building independence and fairness.

Common ideas to listen for

- “Hopscotch is just for little children.” It gets hard quickly.
- “The adult decides disputes.” Players can agree fairly.
- “Only one version is right.” Many countries have local variations.

Adapting the activity

Support

Allow two-feet landings everywhere and use a shorter grid.

Stretch

Hop on the non-preferred foot, or carry the stone on the back of the hand.

WORKSHEET 1

My hopscotch record

Name: _____ Class: _____ Date: _____

Squares reached.

My hopscotch record

Turn	Square aimed for	Made it?

WORKSHEET 2

Draw our grid

Number the squares.

Draw our grid

Row	Squares

WORKSHEET 3

How we played fairly

Write or draw.

When we disagreed, we...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Hops with balance	Follows rules	Plays fairly

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Hopscotch is a sample activity from the EduTrend Contents G4C Traditional and Playground Games programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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