



HIP HOP SCOTCH

Hopscotch kicked
up a notch!

Instruction Booklet



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AGES: 6+ PLAYERS: 1+

CONTENTS: 20 Numbered Hop Pads, 1 Double Hop Pad and
1 Round Hop Pad



Double Hop Pad



Round Hop Pad



Numbered Hop Pads
(2 of each number)



SET UP: Hip Hopscotch can be set up in many, many ways! It's up to you to decide what specific Pads to put down, and in what order you like. The Hop Pads can be placed on concrete, carpet, grass, hard floors...anyplace that's got a level surface and is roomy enough to jump freely. Here are a few example layouts, just to get you going:



Example 1



Example 2



Example 3



Example 4

GOAL: Hop 'til you drop!

PLAY: Take turns. On your turn, jump onto the Hop Pads in numerical order. If there's just one Pad of a number, you must land on it with only one foot. If there are two Pads of the same number, you must land with both feet at the same time, having one foot on each Pad. If Pads are sideways or upside-down, you must land with your foot (or feet) matching the direction of the number on the Pad. Hop all the way from number 1 to number 10, and then spin around and hop the course in reverse, from 10 back down to 1.



Double Hop Pad

DOUBLE HOP PAD: You can assign special rules to this Hop Pad, which you must do when you land on it. It can be placed anywhere in your layout. Some ideas are: spin around, touch the ground, shout something, sing something, clap, jump up and click your heels together, kick and clap your hands under your leg, yodel, say the alphabet, spell your name – jumping once for each letter, do the splits... anything you can think of... or make up a combination of moves. You must touch this Double Hop Pad with both feet simultaneously at least once.



Round Hop Pad

ROUND HOP PAD: Like the Double Hop Pad, you can assign your own special rules to this Round Hop Pad, but you may only touch it with one foot or one hand.

WINNING: Hip Hopscotch is not about winning – it's about jumping around and having hip-hoppin' fun! Everybody wins!

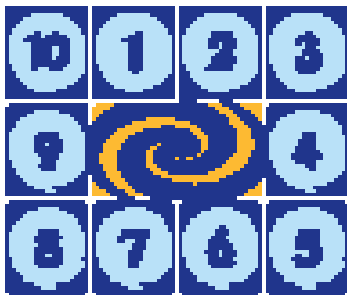
GAME IDEAS:

- **On-Off-On-Off**

Choose any layout you like. As you go, hop on one Pad as usual, then land with both feet straddling the Pad before you hop to the next Pad, and so-on. It's harder than you think!

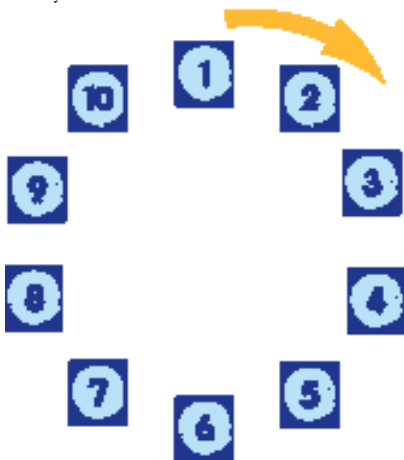
- **BlindScotch**

Place all the Pads touching each other in a square formation. Place the Double Hop Pad in the center. Everybody take a good look at where the Pads are in relation to the Double Hop Pad. Now blindfold one player, spin him or her around three times, and stand them on the double Hop Pad. Give commands to the blindfolded player where to hop to land on each numbered Pad, in order.



• CircleScotch

Place the Hop Pads in a circular layout with about one foot between each Pad. Players each start on a Pad, evenly spaced from the other players. On “1-2-3-Go!,” everybody hop to the next Pad in a clockwise direction, and keep hopping in that direction, trying to catch up to the player in front of you. If you tag somebody from behind, the tagged player is out. Keep hopping and tagging until there’s only one player left. If that’s you, you win! You can play this game hopping on one foot, or jumping on both feet... play it both ways!



• Hop ‘til ya Drop

Place the Hop Pads in a circle with about two feet of space between them. On “1-2-3-Hop!,” everybody hop (on one foot) at the same time to the next Pad in a clockwise direction. Keep saying, “1-2-3-Hop!” and hopping together. Anybody who misses the next Hop Pad, or even so much as touches their other foot to the ground, is out. If you’re the last one still hopping, you win!

- **Leap Pads**

Scatter the Hop Pads randomly around the floor with about a foot or so of space between them. Start on Pad #1. On one foot, hop to #2, and so-on, until you have hopped all the Pads, or until you can't hop far enough to make it to another Pad.



- **Two-legged Hopscotch**

Pick a partner. Choose any Hop Pad layout you want. Partners stand before Pad #1, both facing forward, and hold both of each others' hands: right hand to right hand and left to left. Now each player stands on the foot nearest their partner, and lifts the other foot. Hop through the layout together, with each of you only on one foot. Compete with other players to see which teams can go the farthest and keep from making mistakes.

• Tag-team Relay Race

Divide into two teams. Set up two identical Hop Pad layouts, side-by-side. Both teams line up behind the start of each layout. On "1-2-3-Go!" the first player from each team hops the layout forward and then back. When they complete the layout, they tag the next member of their team who must then hop the layout forward and back. The first team to have all of its members complete the layout wins.



• Rhyme Hop

Choose any Hop Pad layout you want. Assign a word to each numbered Pad that rhymes with its number, like one: sun; two: glue, and so-on. Hop the layout and say the appropriate word and NOT the number each time you land on a Pad. See how fast you can go, and watch your friends to see if they make mistakes. Once everybody has hopped the layout, add another rhyming word to each number, like one: sun, fun; two: glue, who... and so-on.

See how far you can get!

VARIATIONS:

Hip Hop Hoppy Taw: If you want, you can play Hip Hop Hopscotch with a “Hoppy Taw.” What’s a Hoppy Taw? Well, it’s something you find, like a coin, a stone, or a toy that won’t bounce. A beanbag or a hacky sack works really well. On your turn, stand behind Pad #1 and toss your Hoppy Taw onto one of the Pads. Wherever it lands, you have to skip over that particular Pad as you go.

Hip Hop Criss-Cross: Two players start hopping at the same time from opposite ends of the Hip Hopscotch Pad layout, and criss-cross each other somewhere in the middle.

Hip Hop High Five: Two players start hopping at the same time from opposite ends of the Hop Pad layout, and high-five each other somewhere in the middle, then both turn around and go back the direction from which they came.

Hop Hip Hopscotch: Go through the layout, but when you get to the end, don’t turn around... come back from 10 to 1 backwards!

Hoptime: Using a stopwatch or a clock with a second hand, keep track and compare how long it takes each player to hop the same pattern.

Hop to the Beat: Put on some Hip Hop or other lively music and jump to the groove.

The combinations and variations are limitless, and so is the fun! Hop to it!

Write your own Hip Hopscotch game ideas here:

Do you have a great game idea for Hip Hopscotch?
Please let us know by logging onto the B-Active website:
www.fundexgames.com/b-active.

Your idea may be chosen to be showcased for everyone
to see! Please have a parent or guardian's permission
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