



Chalkmasters

Can you find a pack of colourful chalk?

Choose your driveway, a paved area, a basketball court or footpath and try out these fun games.

Make it harder

Easy: Try River Hopping

Draw two parallel lines, at least two big steps apart. Now, imagine that there's fast-flowing water running between the two 'banks'. Use your imagination – how might you cross the river? Can you make it in one, big leap? Can you find a friendly crocodile to give you a ride? Can you make a boat? Can you build a bridge?

Medium: Play Sidewalk Twister

Pick four colours of chalk and draw 20 large circles (around 20cm in diameter) on the ground to make a 4 by 5 grid spacing each circle around one foot length apart from the other circles – just like a Twister board. Have a friend or grown up yell out colours and left or right hand or foot (or use a Twister app). The winner is the last person who manages to follow the instructions without tumbling over!

Hard: Design Your Own Hopscotch Course

A regular hopscotch course has 10 squares. Can you make a course with 20 squares? 50?!

You could add curves, side steps, big jumps, squares with rules (left foot only, spin three times) or other challenges.

To play hopscotch:

1. Throw a small stone, twig, beanbag, or other marker into the first square. (If it lands on a line, or outside the square, you can take another turn).
2. Hop on one foot into the first empty square, and then every empty square after that. Be sure to skip the one your marker is on.
3. At the last square, turn around, and head back toward the start.
4. When you reach the marked square again, pick up the marker—still on one foot!—and complete the course.
5. If you finished without any mistakes, pass the marker to the next player. On your next turn, throw the marker to the next number.
6. If you fall, jump outside the lines, or miss a square or the marker, you need to try again on your next turn. Whoever reaches the final square first, wins!

If your hopscotch course is too long to throw a marker to the very end, you could turn it into a board game – take turns rolling a dice to move through the course.