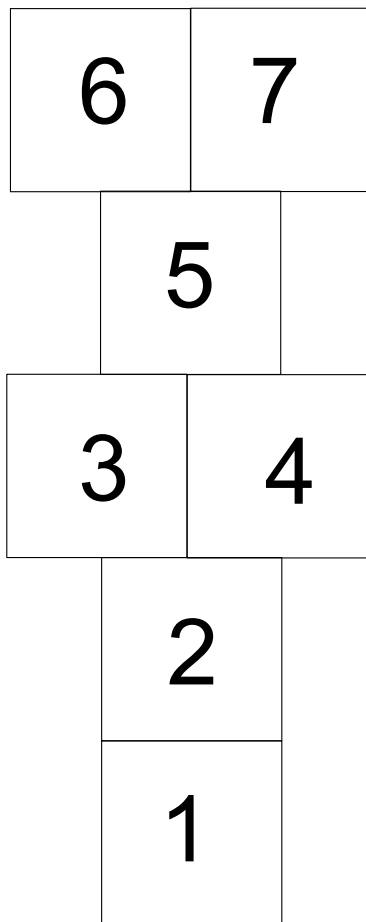


SIDEWALK SURPRISES

A Madison Children's Museum ROADSHOW PROJECT
creating temporary public art in collaboration with the City of Madison

Aruba: Pele

Source: *Hopscotch Around the World* by Mary D. Lankford



The Island of Aruba is just twenty miles north of the coast of Venezuela. Many of the trees on the island have been bent into unusual shapes by the strong winds that blow across the island. Because of these winds, an object that will not blow or roll away can be used as a puck. A stone or coin makes a good puck for the children of Aruba.

Instructions:

1. Throw the puck into box 1.
2. Hop into box 2. Then jump into boxes 3 and 4, putting one foot in each box.
3. Hop into box 5, and jump in boxes 6 and 7 just as you did for boxes 3 and 4.
4. Jump and turn, landing again in boxes 6 and 7, now facing the rest of the pattern.
5. Hop into box 5. Then jump into boxes 3 and 4, putting one foot in each box.
6. Hop into box 2, and pick up the puck from box 1. Hop out of the pattern without landing in box 1.
7. Throw the puck into box 2, and repeat the entire pattern. If the puck lands in the wrong box, or outside the pattern, you lose your turn.
8. Throw the puck into box 3. Hop into boxes 1 and 2 and then into box 4. Continue through the pattern and, on the way back, pick up the puck from box 3 while balancing on one foot in box 4. Never hop into a box with a puck in it.
9. If you step on a line, you also lose your turn, but your puck stays in place until you try again. Players cannot hop or jump into a box that holds either their own puck or that of another player.
10. The first player who completes the entire pattern wins the game.