

SIDEWALK SURPRISES

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

Bolivia: *La Thunkuña*

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



Instructions:

1. Throw the puck into *lunes* (Monday). Hop over that space into *martes* (Tuesday).
2. Using your hopping foot, kick the puck out of *lunes* and back behind the baseline. Then hop out of the pattern. (Players can agree to stand on their hopping foot and kick with the others.)
3. Toss the puck into *martes*. Hop into *lunes*, then into *miércoles* (Wednesday). Kick the puck out of the pattern, and then hop out.
4. Repeat for *miércoles*, then for *jueves* (Thursday). When you throw the puck into *jueves*, hop into *miércoles*, and then jump into *viernes* (Friday) and *sábado* (Saturday), with one foot in each. Then hop on one foot into *domingo* (Sunday), and kick the puck back behind the baseline as before.
5. Do not throw the puck into *viernes* or *sábado*. Continue the pattern, throwing the puck into *domingo*, and then *el cielo* (heaven). Jump into *el mundo* (world) with both feet. Turn with a leap and then kick the puck past the baseline with your hopping foot as before.
6. Always hop over the space where the puck lands. If your puck lands on the wrong space on any toss or kick, you lose your turn. When it's your turn again, start where your last turn ended. The player who gets through the entire pattern first wins the game.