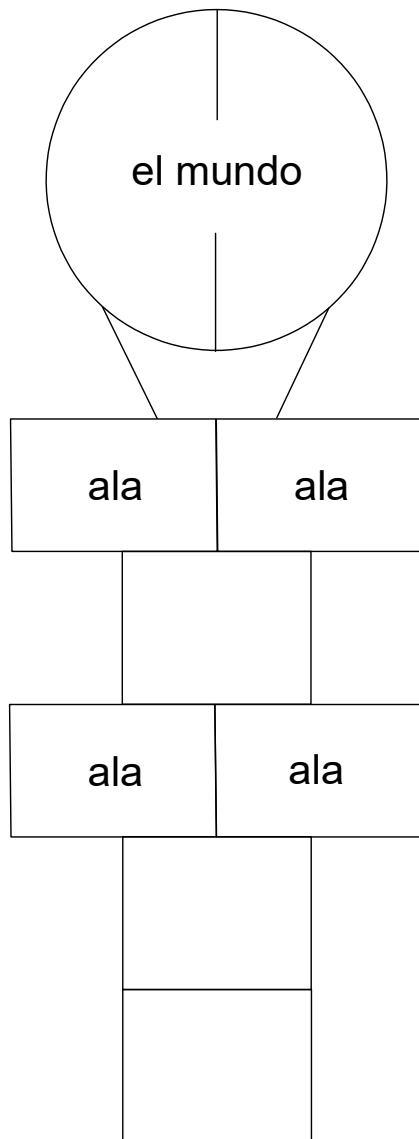


SIDEWALK SURPRISES

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

El Salvador: *Peregrina*

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



When sweet mangoes are eaten, their large seeds can be used as pucks (called *tistos*). The *tisto* can also be a piece of rock.

Instructions:

1. Toss the *tisto* into the first box.
2. Hop over the first and into the second box.
3. You must not put your hands on the ground or step on any of the lines. If you do, your turn ends.
4. Stop and pick up the *tisto* while you are still standing on one foot in the second box. Hop over the first box and out of the pattern.
5. Continue to follow this pattern until you have successfully thrown the *tisto* into each box, picked it up, and then hopped back to the beginning. The *alas*, or "wings," are treated like the double boxes in *Pele*. Throw the puck first into the left *ala* and then into the right. Never jump into an *ala* with a *tisto* in it.
6. When you throw the *tisto* into the box below *el mundo* (world), jump into *el mundo* with both feet and then jump again, turning around as you do so. Pick up the *tisto* and start hopping back through the pattern and then out.
7. When you have completed the entire pattern, you can place an X or *bimba* (big stomach) in the first box. No other player can land in a square with your *bimba*.
8. No player can place a *bimba* in a square that has already been marked. If the first two squares have an X on them, the third player has to make a big jump to get over them. Luckily, the *alas* can be used to jump in on two feet.
9. The player with the greatest number of *bimb*as wins.