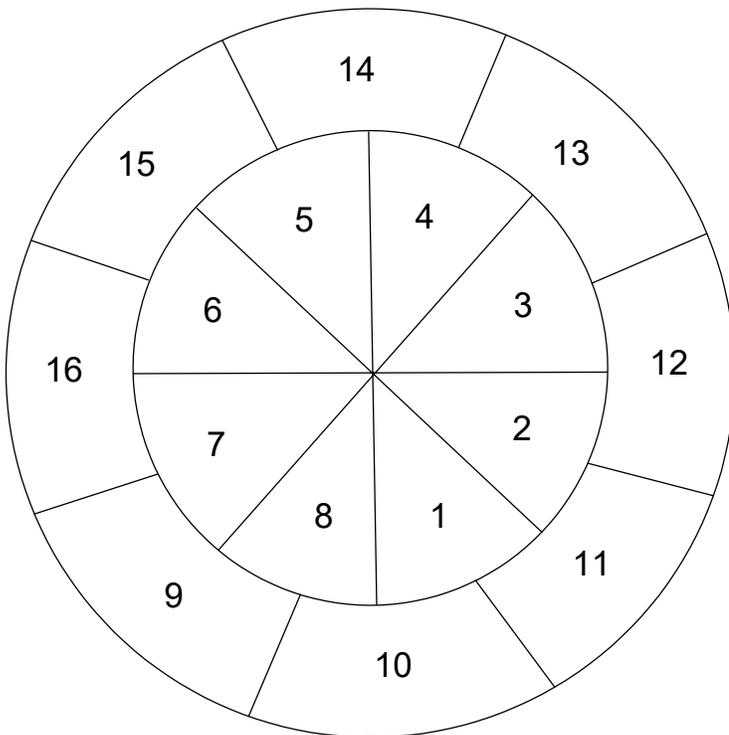


SIDEWALK SURPRISES

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

Great Britain: *Hop-Round*

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



An atlas will show you that England is part of a group of islands off the northern coast of Europe. Long before England became part of Great Britain, the area was invaded by Roman soldiers. The soldiers probably brought this game with them; the wheel on their carts looked just like the pattern they used for their board. Similar patterns have been found in the floor of a Roman forum. Each player uses five small pebbles.

Instructions:

1. Before the game begins, players should agree on what score will win the game.
2. Throw the pebbles, either one at a time or all at once, into the pattern. Add up the numbers assigned to the spaces into which the pebbles have fallen. This will become your score if you successfully hop into and out of the pattern.
3. When a pebble falls on a line, it doesn't count. Hop on one foot around the pattern until you reach a box with a pebble. Pick up the pebble, and hop to the next box with a pebble. You must do this without stepping on a line or placing your other foot on the ground.
4. If you pick up all five of your pebbles successfully, you may "claim" any section of the outer ("tire") part of the wheel or any of the inner sections between the "spokes."
5. The next player must hop over your "claimed" sector when picking up his or her stones.
6. The winner is the first player to reach the score the players agreed on.