

# Family Engagement

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Family Engagement is Necessary for Student Success!

**Draw a hopscotch design on the ground.** [Chalk](#) is the best drawing medium on asphalt, patio stones or concrete. The squares should be large enough to fit one foot and to make sure that a stone thrown into the square will not bounce out too easily. While there are variants on drawing the design, a common schoolyard design is shown here.[\[2\]](#)

It is common to designate the "10" section shown here as a rest or stop area. This is where the player can take a moment to turn around and/or regain their balance. Sometimes a more creative name, like "Heaven" is given to the space.[\[3\]](#)

**Throw a flat stone or similar object (small beanbag, shell, button, plastic toy) to land on square one.** It has to land inside the square without touching the border or bouncing out. If you don't get it within the lines, you lose your turn and pass the stone to the next person. If you do get it, however, go on to the next step.[\[4\]](#)

Hopscotch can be played with just one person. If that's your case, make up the rules as you see fit!

**Hop through the squares, skipping the one you have your marker on.** Each square gets one foot. Which foot you start with is up to you. You can't have more than one foot on the ground at a time, *unless* there are two number squares right next to each other. In that case, you can put down both feet simultaneously (one in each square). Always keep your feet inside the appropriate square(s); if you step on a line, hop on the wrong square, or step out of the square, you lose your turn.[\[5\]](#)

**Pick up the marker on your way back.** When you get to the last number, turn around (remaining on one foot) and hop your way back in reverse order. While you're on the square right before the one with your marker, lean down (probably on one foot still!) and pick it up. Then, skip over that square and finish up.[\[6\]](#)

**Pass the marker on to the next person.** If you completed the course with your marker on square one (and without losing your turn), then throw your marker onto square two on your next turn. Your goal is to complete the course with the marker on each square. The first person to do this wins the game![\[7\]](#)

Ashrita Furman holds the Guinness World Record for completing the fastest game of hopscotch, coming in at 68 seconds.[\[8\]](#) In case you were curious.

## Play Hopscotch

### Have Fun Together

Grab the chalk and try out some different Hopscotch boards. Work together to draw the boards—perfection is not needed!

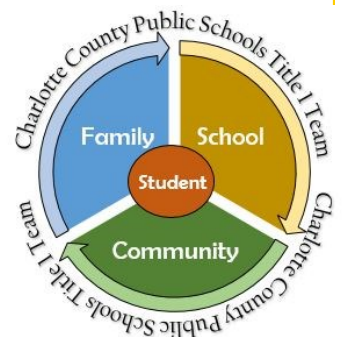
Draw chalk pictures, practice spelling, or leave messages for neighbors.

Keep a journal about your activities so that you can look back on this time together.

For more ideas, including a Time Capsule Journal from Long Creations, visit the CCPS Title I page:

<https://www.yourcharlotteschools.net/domain/4546>

Older students can create their own journals in notebooks or online.



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For variations and more on How To Play Hopscotch visit: <https://www.wikihow.com/Play-Hopscotch>

