

**EXERCISE 1**

How is hopscotch played? Arrange the sentences in numerical order.

If a turn is missed, the player begins the next round from where they last left off.	7
To win the game, the first player must throw their marker correctly into each numbered box and hop successfully around the entire course.	8
The player tosses the marker into the first numbered box.	2
Each player collects their own marker.	1
If the marker falls in the wrong box, bounces out or touches a line, the next player takes their turn.	3
When the marker lands in the right box, the player hops and jumps into each of the other boxes – avoiding the one with the marker.	4
At the tenth box, the player turns around and hops back to the start, picking up their marker along the way.	6
For side by side squares, the player must straddle, with the left foot landing in the left square and the right foot in the right square.	5



**EXERCISE 2**

Circle the **proper nouns** and underline the **common nouns**.

1. Hopscotch allowed every child to be a patriotic hero.
2. Children chalk out their hopscotch court on a pavement or garden patio.
3. The rules are similar to those used by Roman children.
4. Before each game, each player collects their own marker.
5. The Romans used small stones.

6. Today, children use coins, bottle tops or other markers.
7. The game starts with one player tossing the marker into the first numbered box.
8. The joy of hopscotch is the same as in the Roman times.



### Learning Activity

What is your favourite game? Write instructions for this. Have someone videotape you playing this game. Show this video to the class and explain using the instructions you have written.



<b>Equipment</b>	<ul style="list-style-type: none"> <li>• A congkak board – consisting of two rows of seven holes and a larger hole on each end.</li> <li>• Seven seeds (usually rubber seeds) for each of the smaller holes or 'houses'. Ninety-eight seeds are used altogether. You</li> </ul>
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	<p>can also use shells or marbles. The two larger holes or 'storehouses' are for storing the players' seeds and are empty to begin with.</p>
<b>Objective</b>	<ul style="list-style-type: none"> <li>The objective is to gather more seeds in your storehouse than your opponent's.</li> </ul>
<b>Instructions</b>	<ol style="list-style-type: none"> <li>The two players sit on opposite sides of the congkak board.</li> <li>Each player owns the seven houses on their side and the storehouse to the left at the end of the row.</li> <li>Each player fills the seven holes with seven seeds each. The large hole remains empty.</li> <li>In the first move, both players move at the same time. They must decide which hole they wish to remove all the seeds and distribute or 'sow' a seed to the next hole, and continue clockwise until the seeds are finished. Each player must put a seed in his own store but not the opponent's store.</li> <li><b>If the last seed falls into a filled hole on either side</b>, all the seeds are removed from that hole and the process of sowing starts again by placing the seed in the next hole.</li> <li><b>If the last seed falls into an empty hole on the opponent's side</b>, the player's turn ends. The player resumes his turn when his opponent loses his turn.</li> <li><b>If the last seed falls into a player's own store</b>, he continues taking another turn starting at any of the seven holes under him.</li> <li><b>If the last seed falls into an empty hole on the player's own side</b>, he gathers all the seeds from his opponent across from this hole, plus the last seed in his hole, and puts them in the store. But if the opponent's hole is empty, he just puts his own seed in the storehouse. In both cases, the player's turn has now finished and must wait for his next round.</li> <li><b>If a player has no seeds left on his side of the board</b> when it is his turn, then he must pass.</li> <li>The first round ends when both players have no more shells on their sides.</li> <li>The second round resumes with both players redistributing the seeds from their own storehouse to their houses. Starting from left to right, seven seeds are placed in each house. If a player does not have enough seeds to fill any remaining houses, they are left empty and are considered 'burnt'. The leftover seeds of less than seven are put into his own storehouse.</li> <li>The loser gets to start the second round and play as usual but bypasses the 'burnt houses'. If a shell is accidentally dropped into a burnt house, it is confiscated and stored in the opponent's storehouse.</li> <li>Play continues until a player has burnt all his houses or declares defeat.</li> </ol>