

TITLE

Il Campanaro



TITLE IN ENGLISH

Hopscotch

OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED

Italy, Portugal (Jogo da macaca), Poland (Chłopek/Klasy), Spain (Tejo / Rayuela)

ORIGIN:

It is attested that an ancient form of hopscotch was played by Roman children, but the first recorded references to the game in the English-speaking world date to the late 17th century, usually under the name "scotch-hop" or "scotch-hopper(s)". A manuscript Book of Games compiled between 1635 and 1672 by Francis Willughby refers to 'Scotch Hopper'.

In 1828, Webster's An American Dictionary of the English language also referred to the game as 'Scotch-hopper' ... 'a play in which boys hop over scotches and lines in the ground.' Since the game was known and popular in the seventeenth century, it is logical to suppose it may have existed at least a few decades (or perhaps even many centuries) before its earliest literary reference; but no conclusive evidence has yet been presented to support this theory.

MINIMUM NUMBER OF PARTICIPANTS

1

MAXIMUM NUMBER OF PARTICIPANTS

20+

MATERIAL AND BUILDING INSTRUCTIONS

Chalk (anything to draw on the floor).

If the ground is clay, the path can be engraved on it with a simple stone or stick.

A small stone

SETTING:

Indoor or outdoor.

DESCRIPTION OF THE GAME:

The first player throws a stone, or a similar object in the "1" box. The object must land inside the box without touching its edges or bouncing off. If it does not land within the edges, the player loses his turn and pass the stone to the next person.

Jump between the squares, avoiding the one where the stone is. The player uses only one foot per frame and can not have more than one foot on the ground at any time, unless there are two numbered boxes side by side. In that case, its possible to put both feet down simultaneously (one for each box).

The players always keep his/her foot inside the box (if someone steps on a line, jump into the wrong box or jump out of the box you lose the turn).

DESCRIPTION OF THE GAME:

When players get to the last number, they turn and jump in the reverse order. When he/she gets on the square immediately before the one with the stone, he/she bend forward (always on one foot) and collect it and then skip that box and end the turn,

The next player tries to do the same. The players who complete the course on the first square, try to do the same in square number 2.

RULES:

The object must land inside the box without touching its edges or bouncing off. If it does not land within the edges, the player loses his turn and pass the stone to the next person.

Players can only use one foot. If they use other part of their body to balance, they loose their turn.

The goal is to complete the path having thrown the stone on all the boxes.

LEARNING OUTCOMES | COMPETENECES TO BE DEVELOPED THROUGH THE GAME:

Psychomotor abilities: body coordination, agility, balance, coordination, speed, spacial perception, unilateral coordenation

Social skills: Social interaction, communication.

Intellectual abilities: Strategy, decision making, problem solving. concentrarion.

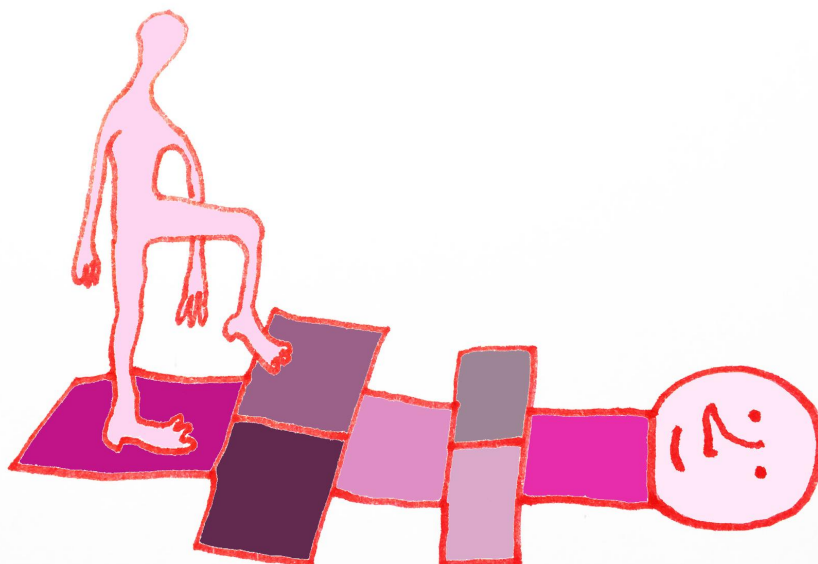
ILLUSTRATION:

Illustration by Hubert Wencel