

SEWERBY HALL AND GARDENS

Edwardian Pastimes

Hopscotch

One popular pastime amongst Victorian and Edwardian children was playing Hopscotch. Hopscotch was actually quite old in the Edwardian period, it may have even been played by children in Ancient Rome and in its current form it can be traced back to the 17th Century.

To play hopscotch you will need a marker, this could be a pebble, bottle top, large coin, shell beanbag, button or even a twig, and some chalk or masking tape (to make the court).

To Play

First you need to create the playing court. Use the chalk if you are playing outside (and tape if you are inside) to mark out a court that looks like the example shown here.

The boxes need to be big enough for you to put your foot in, about 30cm square.

The rules are quite simple.

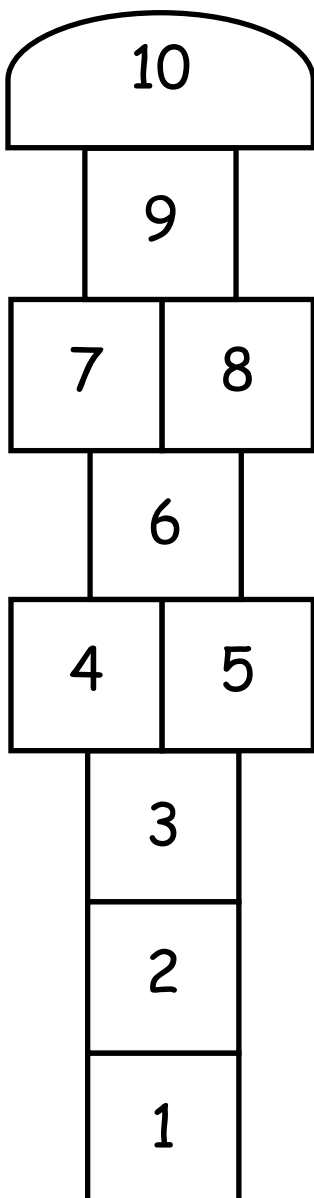
(1) Standing a little bit back from the court, throw the marker into the first square.

If you miss the square or the marker lands on the line you have to miss your turn and it is the next player's go.

(2) Hopping on one foot make your way up the court hopping into each square (including the square with the marker).

When you get to the paired squares (4, 5 and 7, 8) you need to jump and put both feet down, one in each square.

(3) When you get to the end of the court jump into



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square 10 Landing on both feet, turn round and work your way back down the court. When you get back to square 1 you have to pick up the marker (without putting down your other foot).

(4) That is the end of your go. On your next turn, instead of square 1 throw the marker into square 2, then into 3, then 4 and so on to 10. However, if when you are hopping and jumping up the court you put down more than one foot in a square, or hop out of the lines of the court, or miss with the marker you lose your turn, and have to throw to that number again.

The first player to reach 10 wins.

Once you have got used to playing the game you could try some variants.

(1) Use a timer could use a timer to time goes, if a player does not complete the course in the time they lose their go. Start with a minute till you get used to it then try taking off 10 seconds each time till you get to 30 seconds.

(2) Throw the marker into any square, hop and jump along the court but when you pick up the marker, before you finish your go, chalk your initials in the square (if you are playing indoors leave a counter in the square). The first person to have initialled or marked every square wins.