**Hopscotch**

**You will need:**
Chalk/ temporary paint
Marker - flat stone/bean bag/button/shell

**Set up:**
Use chalk or temporary paint to create your hopscotch grid but change the numbers inside the squares to Roman Numerals. Once you've played a few games you might want to change the shape of your grid it can go in a circle or a squiggle - any shape you like! You can also change the size of the squares or make them footprints and change the directions you have to face.

**Rules:**
- Throw your marker on to the first square it must land in the square otherwise you miss your go and pass the marker to the next player.
- Now jump over your marker to the next available square. Place one foot in every square you jump into, call out the numbers as you go. You can only have one foot on the ground at a time, unless there are two squares next to each other. If you miss a square other than the one with your marker in it or you step out of the hopscotch grid then you lose your turn and pass the marker to the next person.
- When you get to Roman Numeral X you turn around and hop back, pick up your marker on the way back (stop in the square(s) before and pick it up). Don't forget you still need to jump over the square where your marker was.
- Pass the marker to the next player for their turn.
- Keep throwing the marker onto the next square in the sequence. The first person to complete the course with their marker on the Roman Numeral X wins.
- You can play this game by yourself, instead use a timer and see if you can beat your best time completing the whole course.

---

**VINDOLANDA CHARITABLE TRUST**