



## Description of Activity

Use cones to set up a defined playing area. Pupils must stay inside this space. Nominate four pupils to be taggers. Taggers are identified by wearing bibs or rugby tags. Pupils can only move by hopping at all times. The aim of the game is for a tagger to tag another pupil to set themselves free. When a tagger is successful they hand over the bib or tag to the pupil they have tagged, who then takes over the role of tagger. Spread five to ten spot markers around the area. These spots can be used as a safe zone for pupils. When standing on a spot the pupil must perform a one legged balance. If their second leg touches the ground at any stage they must leave the safety of the spot marker.



## Variations

- Include more than four taggers.
- Alternate the locomotor skill used to move around the playing area, e.g. skipping or side stepping.

## Equipment

Cones, spot markers, bibs or tags



- **Pause the activity at regular intervals to provide feedback and discuss the teaching points for hopping. Invite a pupil to demonstrate, allow pupils to practise in pairs and then return to the activity.**
- **Hopping can be a strenuous activity. Allow pupils the opportunity to rest or stretch at regular intervals during the activity.**



- **Ask a grown-up to help you draw a hopscotch grid using chalk and show them how to play the game.**



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