



Escargot (Snail)

The game of hopscotch can be traced to the early Roman Empire. Roman soldiers used the original hopscotch exercises as part of their military training to improve their footwork. Roman children imitated the soldiers by drawing their own boards and creating a scoring system. Many variations of the game exist around the world. The game is called *Marelles* in France, *Templehupfen* in Germany, *Hinkelbann* in the Netherlands and *Rayuela* in Argentina. Escargot is a French variation of this popular game.

What you'll need:

- Chalk - to make the hopscotch.
(No puck/rock is used for this version of the hopscotch game.)

How to Play:

1. Decide which is your hopping foot and who goes first. Whichever foot you choose is the foot you will hop on both to go to the center and to go back out.
2. Hop through the snail to the center. Start with square 1.
3. Hop only once in each square. Do not hop on any lines or you will lose your turn. You may rest when you reach the center.
4. Turn and hop back to the beginning. Repeat steps 2 and 3 for a second time.
5. If you have hopped in and out successfully you may choose a square as your "house." Put your initials in the square. You can use this space to rest and other players must skip over the square.
6. The game is over when it becomes impossible for anyone to hop to the center. The player with the most squares at the end is the winner.

Number of Players

- 2 or more



Hana, Hana, Hana, Kuchi

In this Japanese game, players sit in a circle and imitate the leader, who taps his or her nose three times and mouth once, while saying *hana, hana, hana, kuchi*, which means “nose, nose, nose, mouth.” The leader continues to repeat this phrase but may touch any features in any order, regardless of the words being said. The players must do what the leader says and not what the leader does. A player failing to do this must either become the leader or allow his or her cheek to be daubed with flour and water. The Japanese names for facial features are: *me*-eye; *mimi*-ear; *hana*-nose; *kuchi*-mouth. This game is most appropriate for children ages: 9–12.

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My Little Bird

In this game that originated in Africa, one player stands before the group and calls out, “My little bird is lively, is lively.” Then the player quickly calls out the name of anything he wishes, such as goats ... fly!” If the thing named can fly, the players raise their arms in a flying motion. If the thing named cannot fly, the players must remain still. If one of the players’ arms move at the wrong call, that player is out of the game. A game known as “Birds Fly” is played in the same manner by children in North America. This game is most appropriate for children ages: 9–12.

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