



# Sidewalk Chalk

(Remember always ask permission and clean up after you are done)

## Materials Needed:

Chalk

Large paved/cemented area

# Hopscotch Calculator

7	8	9	-
4	5	6	+
1	2	3	=
x	÷	0	



Draw a calculator, see above



When on 0 or odd numbers you can only use 1 foot.



When on symbols and even numbers you may use two feet.

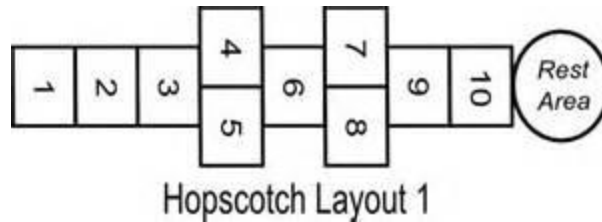


Hop to the number 1 square (1 foot). Then create an equation by hopping to those numbers and symbols that will equal 1. ( $3-2=1$ )



Repeat with 2, then 3, etc.

# Hopscotch



- ☀ Stand behind the throw line and toss your rock to number 1. It must land in the number 1 square or your turn is over.
- ☀ Jump so that 1 foot is on number 2 and 1 foot is on number 3.
- ☀ Then move to 4 but landing on only 1 foot.
- ☀ Repeat until 10.
- ☀ Turn around and go back the same way except you must pick up your rock at number 1 and then hop in it.
- ☀ Then throw your rock in number 2.
- ☀ Hop to 1, 3, 4, ... You cannot land/step in number 2 until you have picked up your rock.
- ☀ When you return, hop in 3, pick up your rock in 2, hop into 2 and then 1.
- ☀ Continue in chronological order until you have thrown your rock in each numbered square and returned home picking up the rock each time.

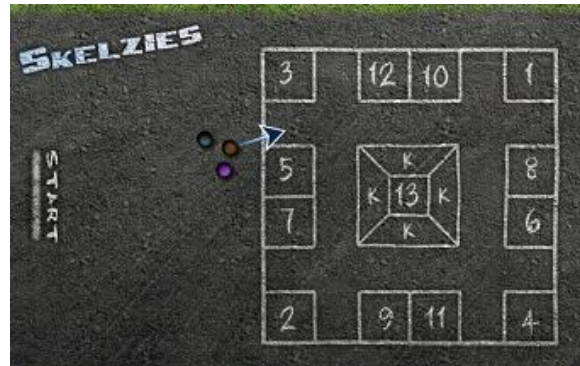
# Tic Tac Toss

## Who can get 3 in a row?



- Each player has 5 rocks/plates. Designate 1 rock as your change rock.
- Stand behind the line and toss your rock into one of the squares.
- Alternating turns with your opponent.
- Once during the game you may use your “change” rock.
- You may toss your rock into a square with an opponent’s rock and then the square is yours. Your opponent must remove their rock. If you miss the square you aim for you must pick up your “change” rock and your turn is over.
- If your rock lands in a square that is already taken you must pick that rock up and your turn is over.
- If your rock lands outside the playing area your turn is over as well.
- Try to get three in a row.

# Sidewalk Skelzies



- Each player needs 9 game markers, bottle caps, small stones, pomp oms, etc.
- The object is to land your markers in the numbered squares.
- To start, one player sets a marker on the starting line and flicks it, trying to land it in the 1 box without touching a line. If successful, the player leaves the cap in that box and goes again shooting another marker at box 2, and so on. If unsuccessful, the player collects the marker and it is the next players turn.
- If a player hits t's he other players marker out of a box, he places his in that box and continues shooting (the other player has to shoot for that box again).
- If a player lands his marker in the square around the 9 box, he loses two turns.
- The first player to get a marker in all nine squares wins.

# Snail's Pace

- Hop on one foot to the center of the snail's shell.
- Turn around and come back to home.
- You cannot touch lines



If successful you can initial a square and no one can hop in that square



## Make a Square



Each player needs a different color chalk



One player at a time connects two dots.



Each player is trying to be the player who connects the last two dots to form a square. If you are, you put your initials in that square. The player with the most boxes wins.

## Make a Maze



Draw a life-sized maze.



Have friends try to get through.