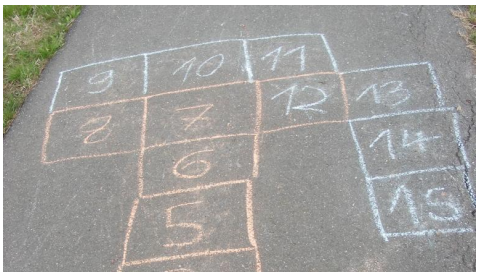


SUBMITTED BY
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ON
2017.02.25

★ ★ ★ ★ ★
Keine Stimmen

Bouncing with obstacles



A bouncing game that requires skill.

Material

- Stone
- Chalk or similar to draw in the playing field

Gameplay

To begin, draw 10 squares on the floor, one after the other, so that a kind of ladder is created. The individual squares must be so large that a foot fits well inside. The order is drawn by lot. The first player puts the stone on the back of his hand and hops on one leg through the individual squares. Of course, he must not miss any of the squares or step on the boundary lines. When he reaches the 10th and last square, he makes a 180° turn and hops back to the starting point in the same way. If he drops a stone on the way or makes any other mistake, it is the next person's turn. In the second round, it becomes even more difficult for all players. Now the stone is placed on the raised foot. The third time it is placed on the shoulder. Of course, you can think of other difficulties. A player who has made a mistake must start again in the next round at the place where it happened.

Source reference

- **Cover image:** © Hartmut910 / pixelio.de
- **Game idea:** Courtesy of www.spielboerse.ch - Game ideas for the Jungschar!

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Hopping game
Active game
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Age
No data available.

Number of participants
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Duration
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Terrain / surroundings
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Material
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