SUBMITTED BY
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★ ★ ★ ★ ★
Keine Stimmen

Circle hopping



A short bouncy game that can be played anywhere

Material

- Chalk or similar to draw the playing field

Gameplay

On the floor you draw a circle of about 2m in diameter. This circle is divided by 4 strokes (star-shaped) into 8 sections of the same size. The first player now hops with both feet into any section. From here he jumps with his left foot into the field to the right of the jump-in field and then with both feet to the left again into the next but one field. If you haven't figured it out yet, here is the principle in short form: always with one foot to the right, then with both feet 2 fields to the left. You do this until the circle is circled. If you make a hopping mistake (stepping on a line) you have to stop and it's not your turn again until all players have hopped through once, or until all players have made a mistake. However, you have to start again from the beginning. The player who jumps through the circle without making a mistake is the winner. If you don't want to stop so quickly, you can arrange several rounds with different types of hopping (e.g. with crossed legs or similar)

Source reference

- **Cover image:** © Wilhelmine Wulff / pixelio.de
- **Game Idea:** Courtesy of www.spielboerse.ch - Game Ideas for Jungschar!

Weitere Informationen

Categories
Games and activities

Tags
Hopping game
Active game
In short
No preparation
Indoors or outdoors

Age
No data available.

Number of participants
1–20

Bible
This information is missing.

Terrain / surroundings
In enclosed spaces

Material
None

File download
No file downloads

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