

# Hopscotch

Hopscotch goes back to at least 1677, and possibly dates from Roman times, there are variations played all over the world.

First draw in chalk or scratch out the playing area.

You will also need some markers - a stone, coin or bean bag.

Throw the marker into the first square. You must get the marker completely into the square, without touching a line.

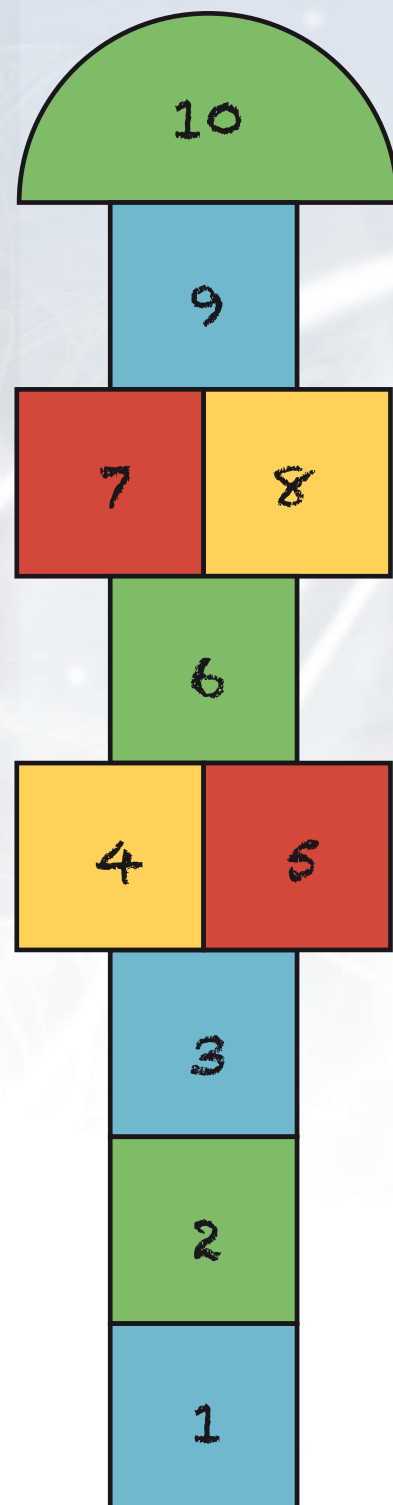
The player then hops through the course, skipping the square with the marker in it. Single squares must be hopped on one foot. For the first single square, either foot may be used. Side by side squares are straddled, with the left foot landing in the left square, and the right foot landing in the right square.

Optional squares marked “Safe”, “Home”, or “Rest” are neutral squares, and may be hopped through however you want!

When you get to the end, turn and come back, then throw the marker to square number 2, and hop the pattern again.

If you step on a line, miss a square or lose balance, your turn ends. Your next turn will start from where you left off.

The winner is the first one to go through the course for every numbered square.



# Singing and circle games

## The Alley Alley O

*The big ship sails through the alley-alley-o  
The alley-alley-o, the alley-alley-o;  
The big ship sails through the alley-alley-o  
On the last day of September.*

*Mother, father, may I go  
May I go, may I go?  
Oh mother, father, may I go  
On the last day of September?*

*The captain says that'll never never do  
Never never do, never never do.  
The captain says that'll never never do  
On the last day of September.*

*The big ship sank to the bottom of the sea  
The bottom of the sea, the bottom of the sea  
The big ship sank to the bottom of the sea  
On the last day of September.*

*We all dip our heads in the deep blue sea  
The deep blue sea, the deep blue sea  
We all dip our heads in the deep blue sea  
On the last day of September.*

Players hold hands in a line with one (at the top) placing their free hand against a wall to form an arch. The person at the other end then leads the line through the arch and as the last player passes through the girl at the wall will be twisted round and her arms crossed. The leader of the line then passes through the arch between the player at the wall and their neighbour, and this second player is also forced to turn round with arms crossed. When all players have crossed arms a circle is made and players dance around to sing the second verse. They then loosen hands, wag their forefingers and sing the third verse.

## Oranges and Lemons

This is a game based around an old English children's song, called 'Oranges and Lemons', about the sounds of church bells in various parts of London.

Two children form an arch with their arms. They determine in secret which of them shall be an 'orange' and which a 'lemon'. Everyone sings the 'Oranges and Lemons' song (see below).

The other children in the game, take turns to run under the arch until one of them is caught when the arch falls at the end of the song.

The captured player is asked privately whether they will be an 'orange' or a 'lemon' and then goes behind the original 'orange' or 'lemon' team leader. The game and singing then starts over again. At the end of the game there is usually 'a tug of war' to test whether the 'oranges' or 'lemons' are stronger. The game is similar to 'London Bridge is Falling Down'.

*Oranges and lemons,  
Say the bells of St. Clement's.  
You owe me five farthings,  
Say the bells of St. Martin's.  
When will you pay me?  
Say the bells of Old Bailey.  
When I grow rich,  
Say the bells of Shoreditch.  
When will that be?  
Say the bells of Stepney.  
I'm sure I don't know,  
Says the great bell at Bow.  
Here comes a candle to light you to bed,  
Here comes a chopper to chop off your head.  
Chip chop chip chop the last man's head  
(The arch comes down trapping one player)*