

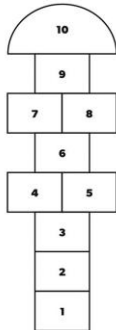
Family Footpath Games

These games are designed for families to play outside during Laudato Si week and beyond. Enjoy spending time outside with your families and being aware of the gift of creation

Picture Hopscotch

On a standard ten square hopscotch board instead of numbers draw things that we can see and do to care for our environment. It can become a piece of artwork as well. Suggestions include:

- Tree
- Flower
- Birds
- Butterflies
- Putting rubbish in bin
- Solar panels
- Windmills
- Creek/river
- Animals
- People working together
- The earth
- People holding hands



Rainbow Hopscotch

Draw an 8 square hopscotch board – give each square a colour of the rainbow – red, orange, yellow, green, blue, indigo, violet and in the eighth square draw a rainbow. Each time you begin a turn, name one or two things that you see that is that colour in nature. In the eighth square, you can choose your favourite colour from the rainbow to name something.

Challenge try not to repeat anything someone else has said.

Laudato Si Hopscotch

Draw an 10 square hopscotch board – give each square a different letter of Laudato Si and in the 10th square draw a picture that shows us caring for creation. As you throw your stone in each square, you could:

- Name an action for that letter e.g. – Look after plants for L
- Name something in nature that you can see for that letter
- Name something that doesn't show care for our common home but on the last square share what can be done

Parish/Family

Hopscotch Rules

Step 1 Draw a hopscotch grid on the ground. The squares need to be big enough to fit one foot in.

Step 2 Throw your stone into square one. The stone has to land in the square without touching the border or bouncing out. If when you throw it doesn't land in the square, lose your turn. If it does, go onto Step 3.

Step 3 Hop through the squares skipping the one you have your stone in. Each square gets one foot. Keep your feet inside the appropriate square(s), if you step on a line, hop on the wrong square, or step out of the square, you lose your turn.

Step 4 When you get to the last number turn around and hop and jump your way back in reverse order. While you're on the square **before** the one with your stone on, lean over and pick it up then skip over that square. You can't jump or hop in a square that you have just picked up your stone from.

Step 5 If you completed your turn with the stone on square one, you then continue by throwing your stone onto square two on your next turn. The goal is to complete the course with your stone travelling through each square, the first person to do this wins the game.

Rules adapted from :
http://downloads.bbc.co.uk/scotland/makeyourmove/hopscotch_rules_of_play.pdf



End poverty
Promote justice
Uphold dignity