

# AEROPLANE HOPPY

## RULES:

**THROWING THE TAW:** (Your taw is the playing piece that you throw into the squares.)

Your taw has to land inside the square you were aiming for.

If it lands on the line of that square you can throw it again.

If it lands outside the square it's OUT and you lose your turn. Aim for the same square on your next turn.

## HOPPING:

Your foot has to be inside the square – if your toe goes over the line you lose your turn. When you're hopping, if you touch the ground with your other foot you lose your turn, except in the REST space.

You're not allowed to step in the square where your taw is.

## HOW TO PLAY:

1. Throw your taw into the first square (number 1).
2. Hop over square 1 into square 2, then hop into square 3.
3. Jump into squares 4 & 5, with one foot in each square.
4. Hop into square 6.
5. Jump into squares 7 & 8, with one foot in each.
6. Jump-turn around in squares 7 & 8 so you're facing back towards the start.
7. Hop into 6, jump into 4 & 5, hop into 3, hop into 2.
8. Balance on your hopping leg in square 2, reach down and pick up your taw from square 1, then hop right over square 1 and out.
9. If you've done this successfully it's still your turn.
10. Throw your taw into square 2. Hop into square 1, hop right over square 2 into square 3 and keep going like you did before. Pick up your taw on the way back.
11. When your taw is in 4, hop in 3, then 5, then 6.
12. When your taw is in 8, you can hop from 7 into REST, pick up your taw, hop into 7, 6, 5 and keep going until you get back to the start.

