

CATEGORIES

The aim of the game is to hop through the alphabet, naming one item from each category as you hop.

RULES:

HOPPING:

Your foot has to be inside the square – if you step on a line you lose your turn. If you stand in a square with both feet you lose your turn – you have to balance on one leg while thinking of an item to name.

SETTING UP THE GAME:

1. Draw a grid with the number of squares you want to use.
2. Decide what the categories will be, and write a category in each square. For a harder game, just write the initial. This means you have to remember what the category is each time you have a turn.
3. Decide how long a player can remain in a square before naming something from that category. If they take too long, they lose their turn.
4. If you think some of the letters might be too hard to match to the categories, decide which ones to leave out.

HOW TO PLAY:

Players take turns to hop through the grid, naming one item from each category starting with A. On the second turn they name items beginning with B, then C, and keep going right through the alphabet on each turn.

If a player can't think of an item, they lose their turn and start from the same letter next time.

boys' names	colours
games	countries
TV shows	books
girls' names	animals
movies	songs