



Shape Hopscotch

Draw large shape spaces with chalk and jump among them while naming and matching each shape.

Helps Your Child Grow



Geometry and Spatial Sense

Drawing, finding, and jumping to shapes gives your child repeated practice noticing and identifying each shape's features.



Gross Motor

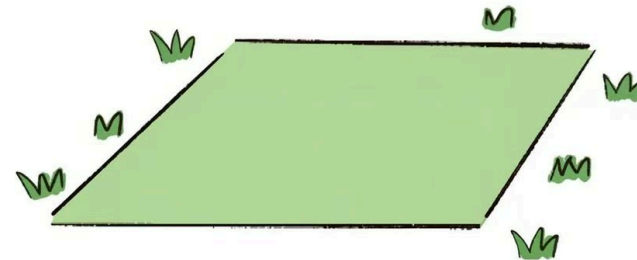
Jumping forward, leaping between shapes, and landing steadily gives your child practice with leg strength, balance, and whole-body coordination.



What You'll Need



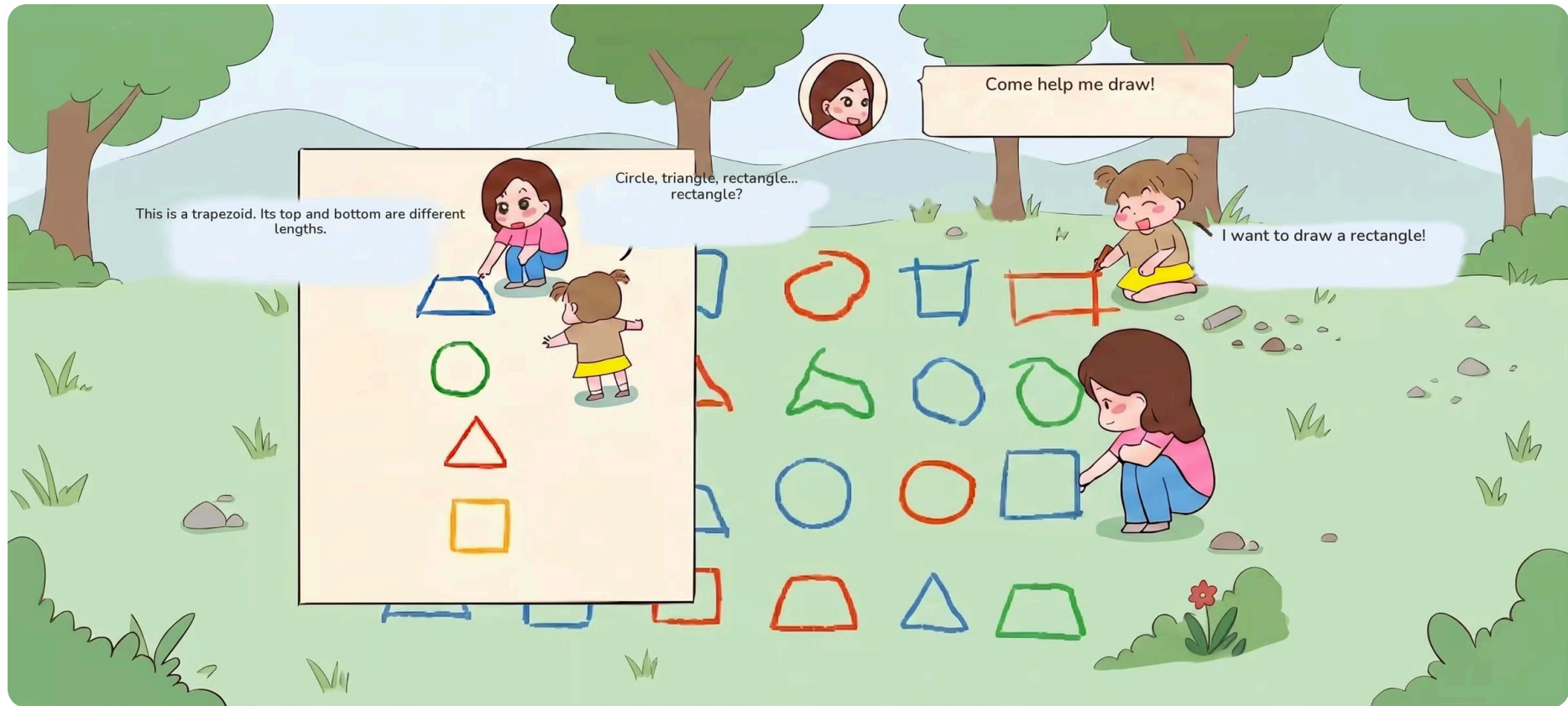
Colored chalk



A large area of open space

What You'll Need

1. Colored chalk
2. an open paved space where chalk drawing is allowed



Draw the Shape Spaces

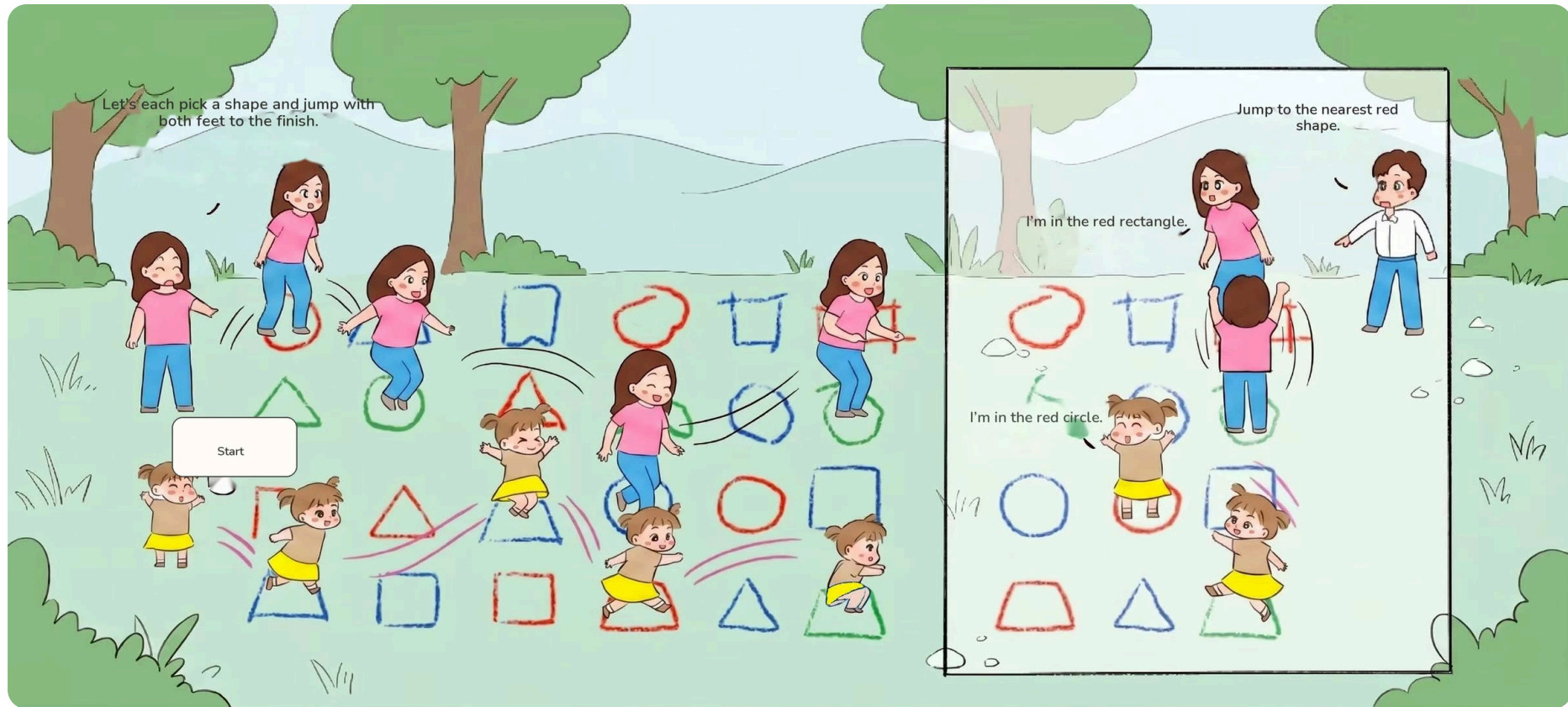
Draw a row of large shapes in different colors. Ask which ones your child knows and briefly describe any unfamiliar features. Then let your child help extend the route.

Observations

- Names at least a triangle, circle, and square
- Draws irregular shapes on the ground with chalk

Tips

- As your child draws, encourage a variety of shapes. You can also give a small mission: “Can you add a triangle?”
- Add any missing shapes to open spaces in the row so every shape appears somewhere. This will make each requested shape easier to find during hopscotch.



Jump from Shape to Shape

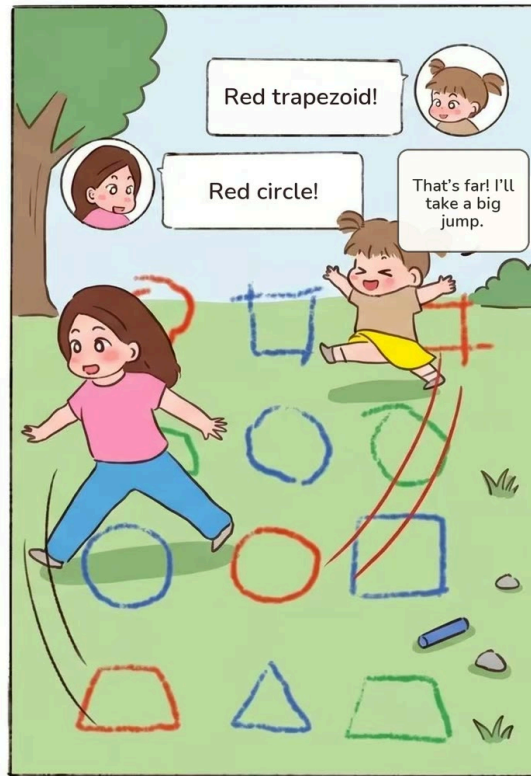
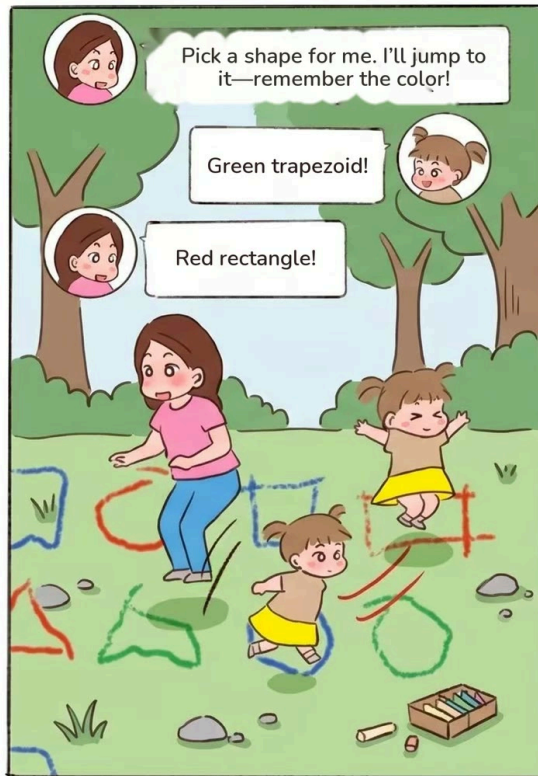
Choose one shape each and jump only to matching spaces from start to finish. Or ask another caregiver to call a color or shape, then race to find a matching space and name where you landed.

Observations

- Jumps with both feet between spaces
- Identifies the shape they selected in each row

Tips

- Your child may love simply hopping from one end to the other. Follow that interest and enjoy it before introducing another rule.
- Do not race while the second game is still new. Demonstrate first and name the color and shape beneath your feet so your child can copy you.
- A shape can look unfamiliar from a new direction. Invite your child to move around it, look again, and find the shape they need.



How Can You Reach That Shape?

Take turns choosing a space for the other person to reach. Begin nearby and gradually choose a farther one. If your child cannot reach, suggest a bigger step and offer a steady hand when needed.

Observations

- Jumps to the named square after hearing your instruction
- Looks to you expectantly when they encounter difficulty

Tips

- When holding your child's hand to "fly" across, first invite them to squat and jump using their own strength. Follow the upward motion with light support; do not pull suddenly or forcefully.
- Invent more rules together. You can even draw new shapes and hop on them as you extend the path.