



YOU WILL NEED:

Pegboard:

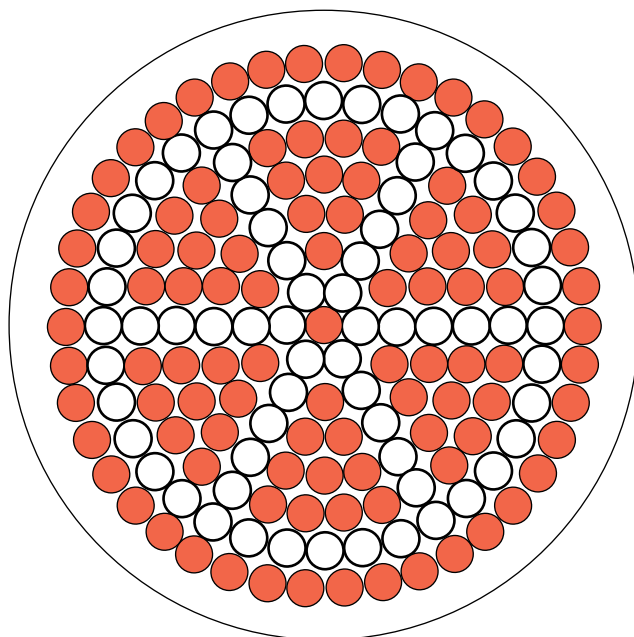
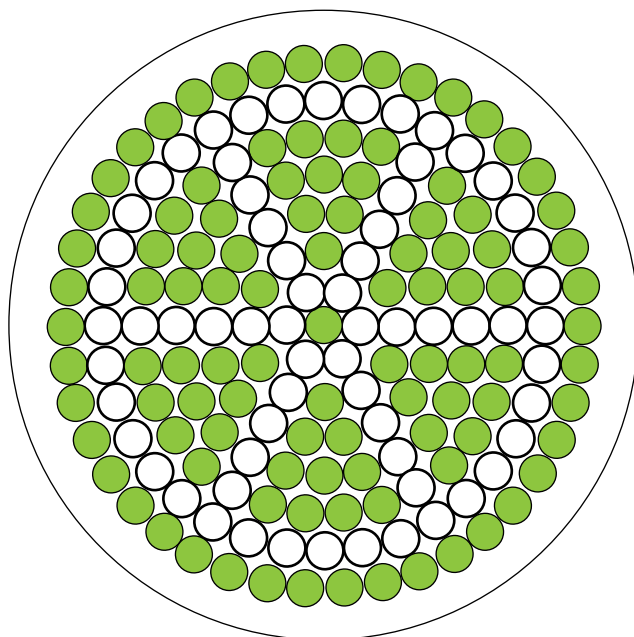
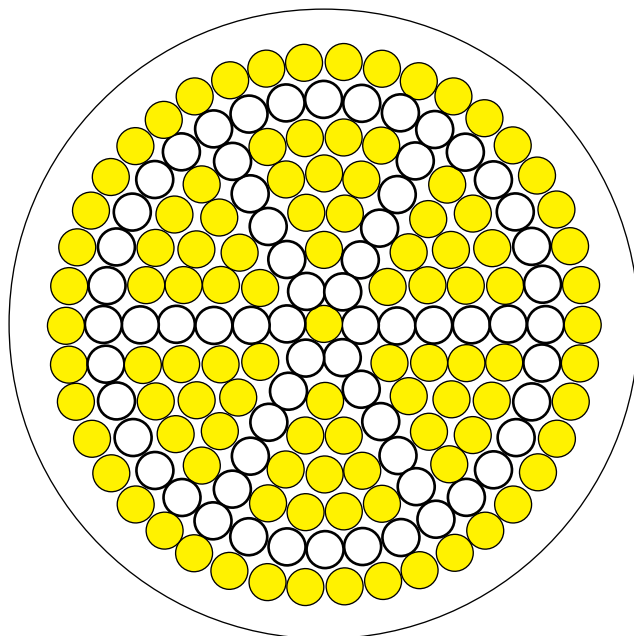
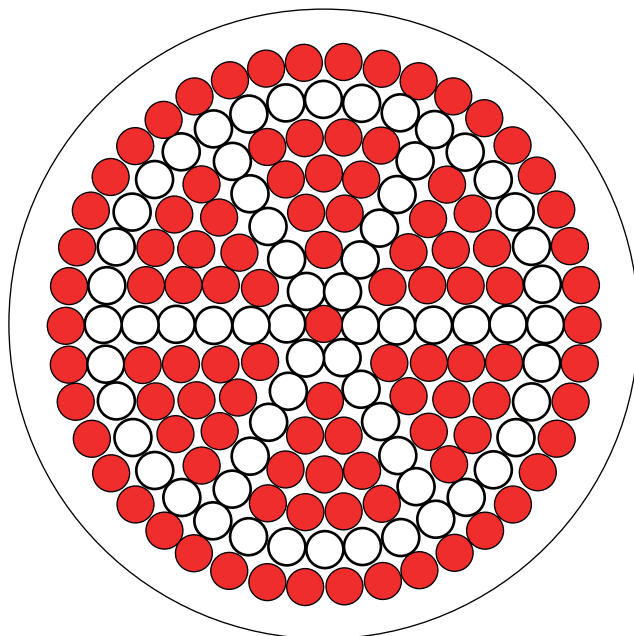
Small circle

Bead Colors:

- Hot Coral - 103
- Orange - 103
- Yellow - 103
- Kiwi Lime - 103
- White - 264

INSTRUCTIONS:

1. Place your beads on the pegboards as shown. If you are using a clear pegboard, slide the actual-size pattern underneath it.
2. Ask an adult to fuse your designs—see page 2 for further instructions.



Fusing Instructions—Only Adults Iron



1. Place your pegboard on a flat, heat-safe surface.
2. Set a household iron to the medium setting. Place ironing paper over the pegboard. In a circular motion, begin to iron the project. Do not press down with the iron. As the beads begin to fuse, you will see circles of the beads start to show through the paper. When ironed properly, the beads will still have an open center. Let the design cool.
3. Remove the paper and bead design from the peg board. Flip the design over to expose the non-fused side. Repeat step two. Let cool completely.

NOTE: Beads need heat for about 10-20 seconds per side to fuse evenly. Lift the paper occasionally to see how the beads are fusing. Depending on the size of the project, additional heating time may be required. **DO NOT OVER-IRON** the beads as it will make the centers of the beads close and can make the assembly you do with your project more challenging.

Rules of Hopscotch

Hopscotch is a game that has been around for over three hundred years. The word hopscotch means "hop-scratch," since players sometimes scratch the court into dirt or slate on the ground, and then play by hopping over the scratched lines. There are many variations to choose from, but they all have a few rules in common.

Start With Your Court

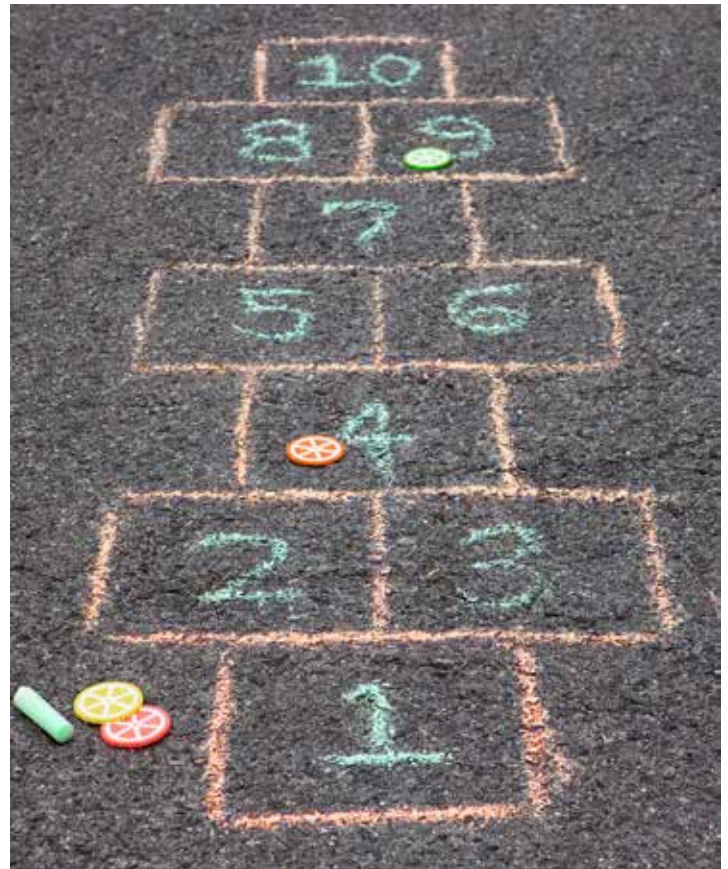
Begin by drawing a court on the pavement with chalk, or in firm dirt with a stick. You can choose from various classic courts, or invent your own. You'll want it to be between six and eight feet long by three or four feet wide, but it doesn't have to be perfect. This game is for fun!

The Game

Each player will need a distinct object to act as a marker. Throw your marker, trying to make it land in the #1 square. If you make it, good for you! If not, your turn is over, time for the next person to try.

If your marker lands in the right place, it's time for you to hop. Avoiding squares that contain markers, hop on one foot in each of the other squares in order. If two squares are next to each other, use both feet to hop on them at the same time. At the end of the court, do a hop turn. If you make it all the way to home without stepping on a line, missing a square, or losing your balance, you get to go again. Otherwise, it's the next person's turn.

Repeat, tossing your marker to the next number square in sequence. The first person to have moved their marker through all the numbered squares and made it home successfully wins!



Edited from the Hopscotch Rules on www.sportsknowhow.com