

# DURABLE HOPSCOTCH

Can anyone can define durable?

Point out a durable surface and a nondurable surface near you. Or have a plastic container and slice of sandwich bread. Point out how if you push on a plastic container, nothing happens. If you push on a slice of sandwich bread, your fingerprint is left permanently there.

Break into groups of 3–4 each. Have a set of 16 Surface Cards for each group. Demonstrate what one round is like with the two leader playing two rounds to show how it is done with a demo 4 x 4 grid. Then let each group make their own 4 x 4 grid and play.

Each group of Hopscotch players needs to lay the 16 cards out in a large open area in a 4 by 4 grid pattern. One at a time, scouts hop on a card on one side of the grid. They pick the card up and read the name out loud before putting it back, face down again.

- If the card is durable, the scout can take another step: forward, sideways, or diagonally.
- If the card is not durable, the game ends for that scout and they sit out until their turn comes again.

Encourage them to work as a group and not give up if they reach a not durable card. Just try again with a new player until they can reach the other side of the grid. If an area happens to have only non-durable cards and there is no possible way to get across – have the group reshuffle the cards and make a new 4 x 4 grid.

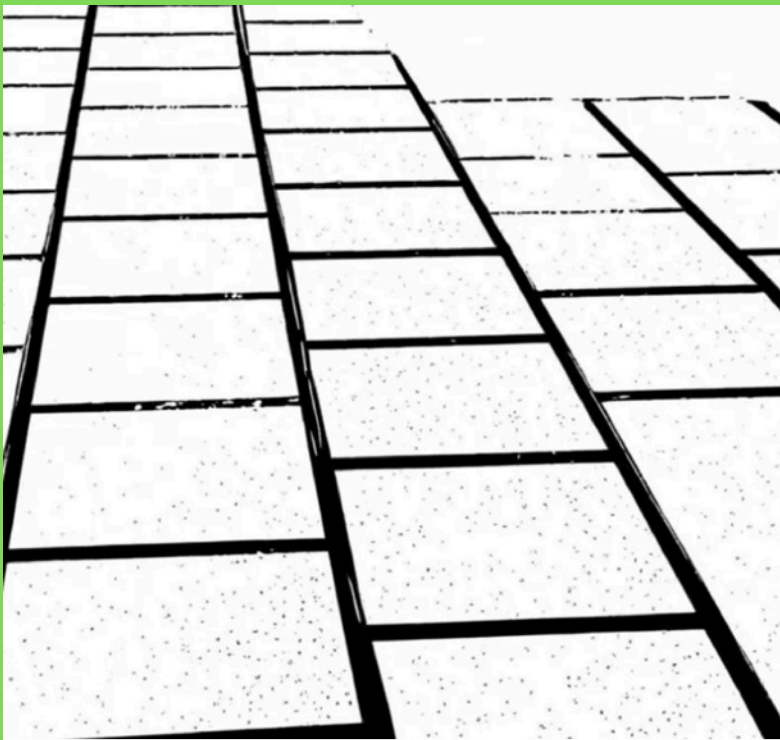
## ANSWER KEY

### Durable Surfaces

- Concrete
- Grass
- Gravel
- Mud
- Rock
- Sand
- Snow
- Trail

### Non Durable Surfaces

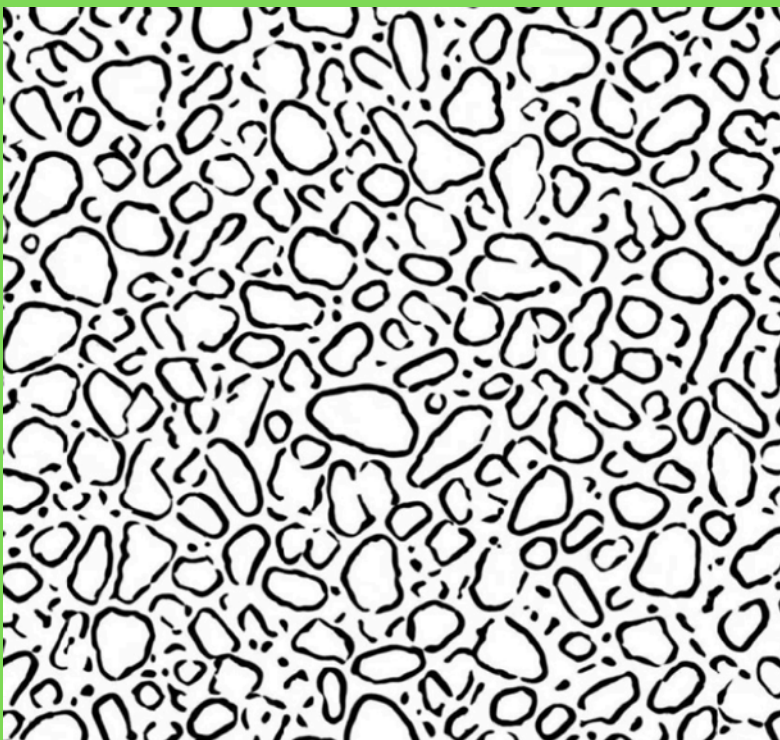
- Alpine Tundra
- Cryptobiotic Soil
- Moss
- Peat Bog
- Riparian Zones
- Steep Slope
- Wetlands
- Wild Flowers



**CONCRETE**



**GRASS**



**GRAVEL**



**MUD**





***ROCK***



***SAND***



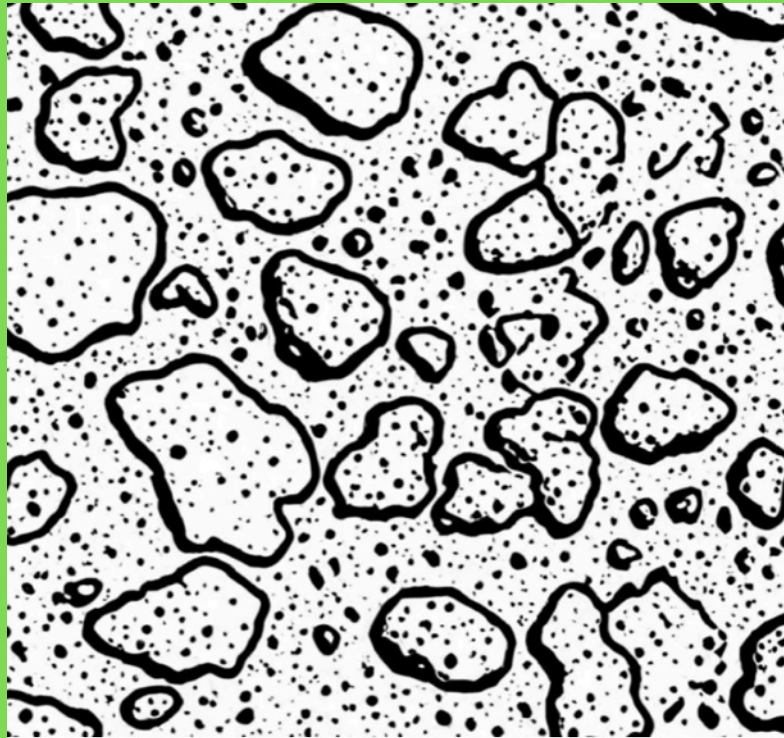
***SNOW***



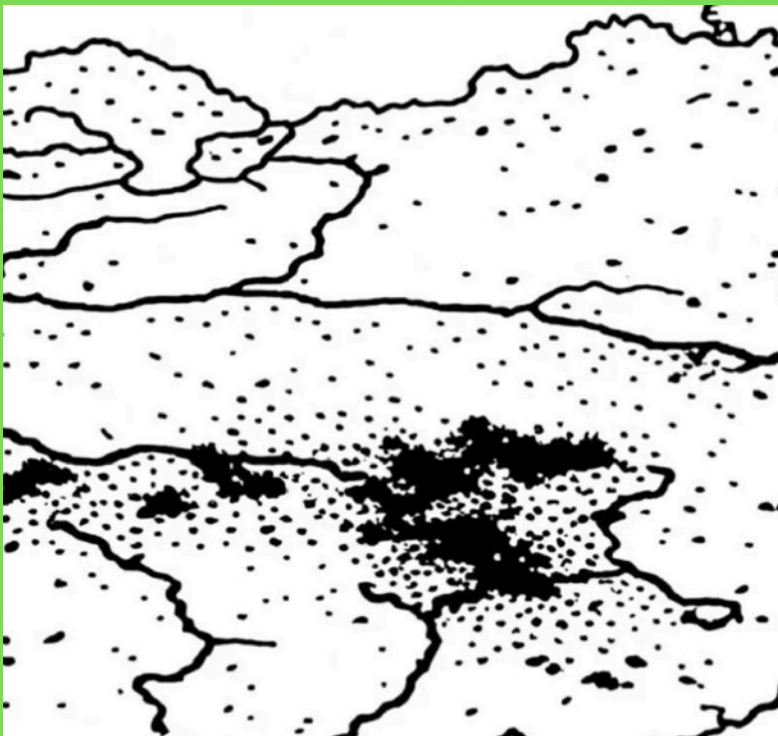
***TRAIL***



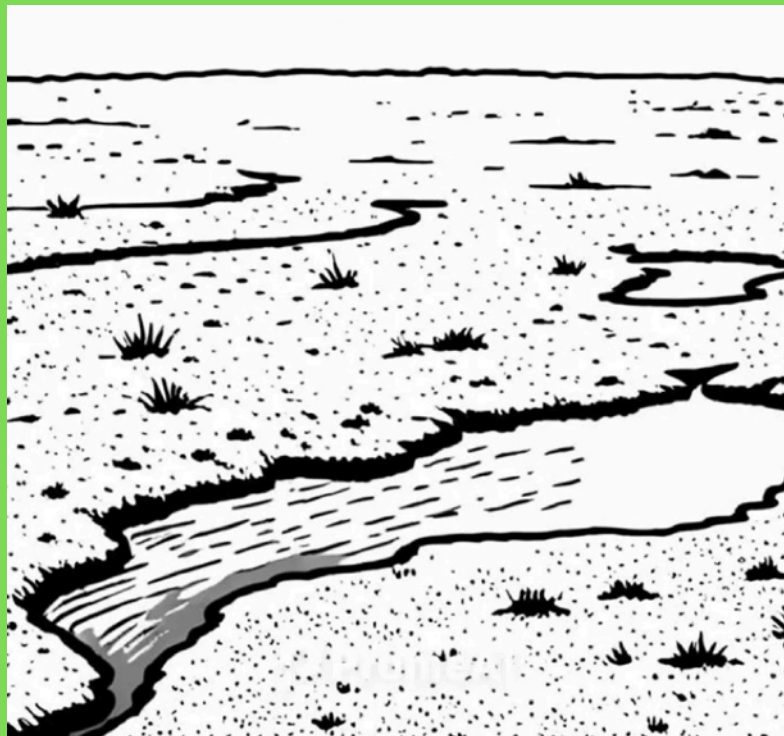
## ***ALPINE TUNDRA***



## ***CRYPTOBIOTIC SOIL***

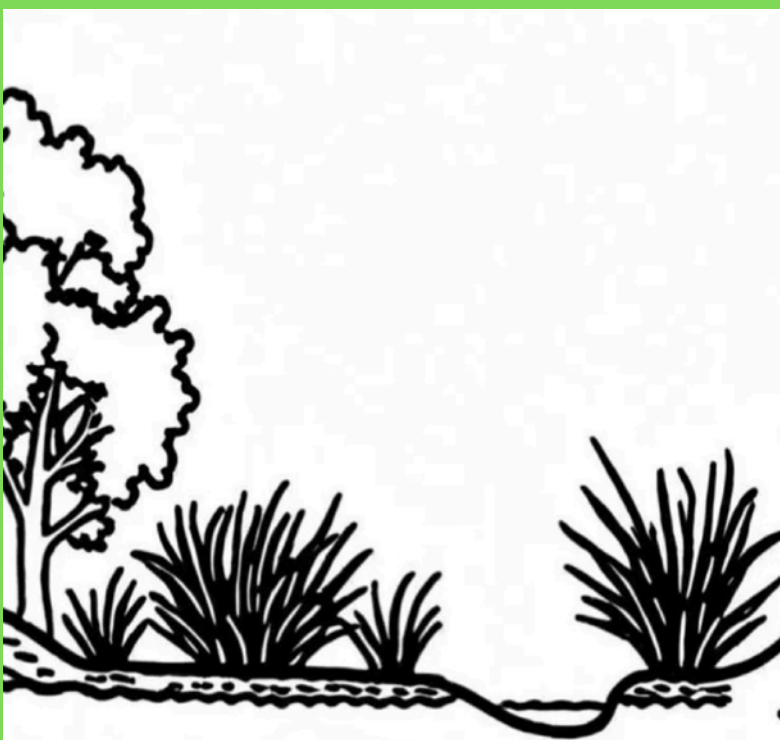


## ***MOSS***

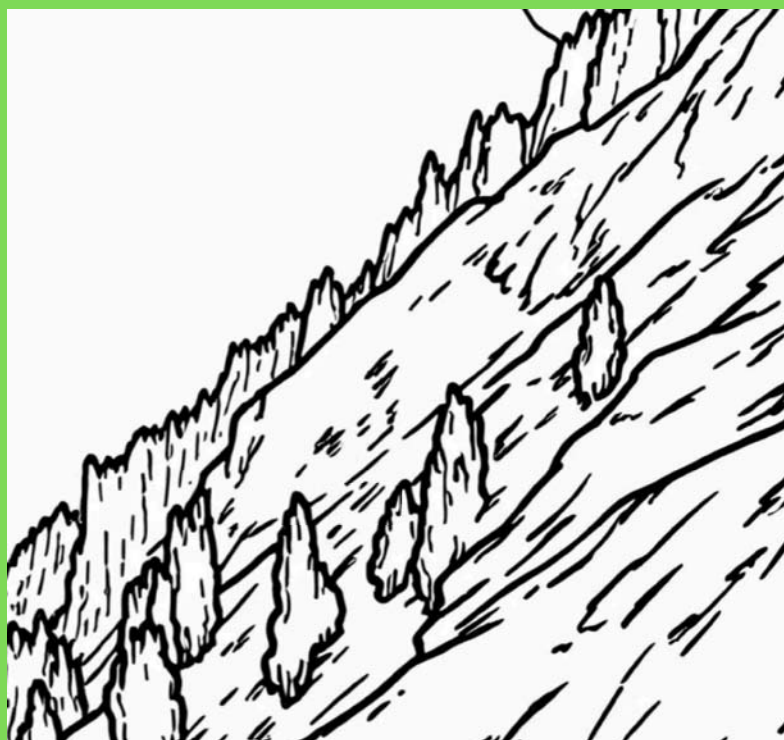


## ***PEAT BOG***





# ***RIPARIAN ZONES***



# ***STEEP SLOPE***



# ***WETLANDS***



# ***WILD FLOWERS***