

GETACTIVE!
SINGAPORE



Kampung Games

for Children and Parents



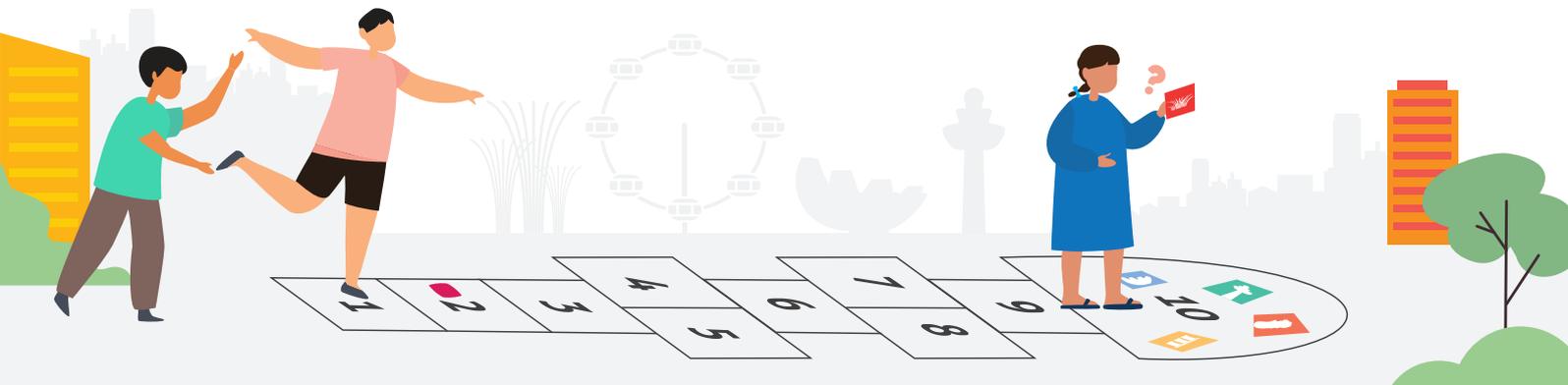
THE SINGAPORE HOP



NUMBER OF PLAYERS
4 – 6



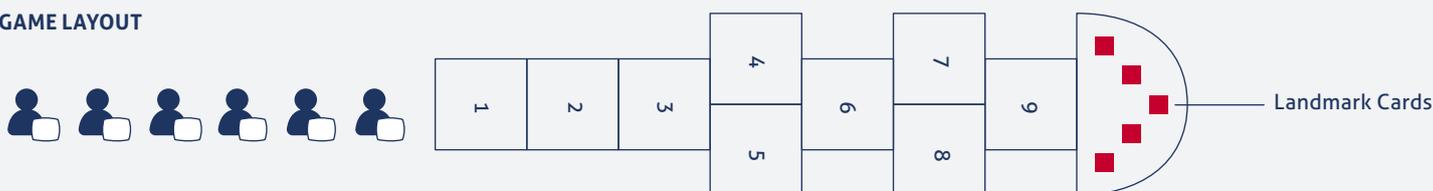
ITEMS NEEDED
Chalk/masking tape, Cards with Singapore landmarks,
Game items (beanbag/stones/wallet etc.)



OBJECTIVE

Players must throw a game item into a numbered square, hop on one leg into every empty square and answer correctly a trivia question at every turn, before picking up the item on the way back to the start point.

GAME LAYOUT



DESCRIPTION

The Singapore Hop is reinvented from the Kampung game *Hopscotch* with a twist. *The Singapore Hop* is played like the traditional version whereby players must throw a game item into one of the squares and hop on one leg starting from the first empty square nearest to them, while avoiding the square containing their game item. When they have advanced through all of the empty squares, players must pick a landmark card at random and identify correctly the Singapore landmark, before picking up the game item on the way back to the start point.

This game encourages the development of object control (underarm throw), stability (balancing) and locomotor (hopping on one leg) skills for children.

The first player that successfully throws the game item into all of the squares, while passing through the empty squares and guessing correctly the Singapore landmark, at every turn, wins!

Main Modification(s): Local trivia questions are incorporated in the game to increase player's recognition of Singapore landmarks.



HOW TO PLAY

- Players will throw their game item into the first square. If it lands on a line, or outside the square, their turn ends and the next player gets to play.
- If their game item lands inside the square, the player will hop on one leg into the first empty square nearest to them followed by every subsequent empty square. They will skip the square that their game item is on.
- Where there are two squares side-by-side (4-5 and 7-8), players must land with a foot in either square.
- Upon reaching square number 9, players will pick a card at random and must identify correctly the Singapore landmark printed on the card.
- Players will then turn around while still on one foot, hop back towards the start point while picking up their game item along the way.
- If players are unsuccessful in performing the above actions, their turn ends and they must repeat the process during their next turn.
- The first player that successfully throws the game item into all of the squares, while passing through the empty squares and guessing correctly the Singapore landmark at every turn, wins the game.



SINGAPORE FOOD HOPSCOTCH



NUMBER OF PLAYERS
3 - 6



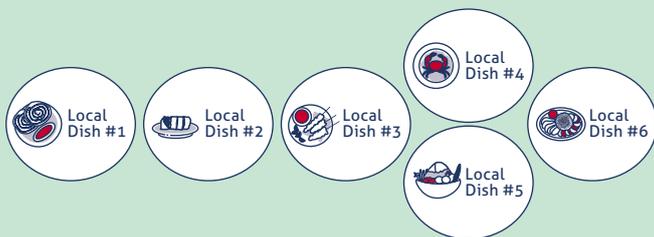
ITEMS NEEDED
Hula hoops, Beanbags, Printouts
of six types of local dishes



OBJECTIVE

Players will come together to curate a menu for their *Hopscotch* course using six of their favorite local dishes and sing a song relating to these dishes. As the song calls out a local dish in accordance to the course, the player attempting the course will have to jump with both feet and land in the corresponding box.

GAME LAYOUT



DESCRIPTION

Singapore Food Hopscotch is reinvented from the Kampung game, *Hopscotch*. Instead of watching their friend jump through the course, this game encourages participation from all players as they sing a curated song together at the same time.

This game encourages teamwork as players have to move across the *Hopscotch* course in tandem with the dishes sung by the rest of their peers. This game also encourages the development of children's locomotor (jumping), object control (throwing) and stability (balancing) skills.

Main Modification(s): Local dishes take the place of numbers in *Singapore Food Hopscotch*. To embrace the Kampung spirit, players shall also sing and clap along as their friend jumps through the course.



GAME SHEET

SONG LYRICS

I like to eat, eat, eat, Prata and Popiah!
I like to eat, eat, eat, Satay and Ice Kacang!
I like to eat, eat, eat, Chilli Crab!
I like to eat, eat, eat, Satay and Ice Kacang!
I like to eat, eat, eat, Chicken Rice!
I like to eat, eat, eat, Prata and Popiah!
*Dishes can be changed according to players' curated items

HOW TO PLAY

- The game features two roles: a Hopper and a group of Singers.
- The Hopper will throw a beanbag into any of the hula hoops.
- Singers will start clapping and singing the *Singapore Food Hopscotch* song.
- Once the song starts, the Hopper must jump and land on both feet through the course, while avoiding the hoop with the beanbag.
- The Hopper must also move in tandem with the verses of the song which calls out certain local dishes and land his/her feet in the hula hoops that contain images of the corresponding dishes.

Credits: M.Y World
@ Sun Natura



Scan to watch video
go.gov.sg/nk2022kg35

Fundamental movement skills (FMS) form the building blocks of daily activities and are essential in the early years to pave the way for development of more complex physical movements. Build your child's Locomotor skills (e.g., running, leaping, jumping, hopping) to move the body with control from one location to another. We encourage parents to participate actively in the activities and enjoy the fun together with your child!

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PASS ON THE STONES



NUMBER OF PLAYERS
6



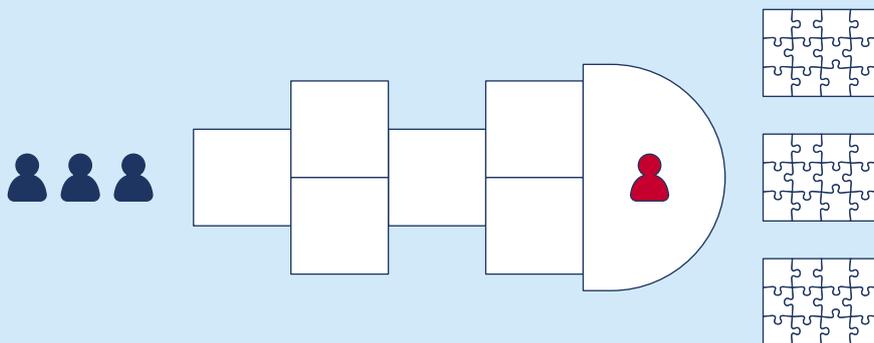
ITEMS NEEDED
Beanbags, Cardboard,
Newspaper, Puzzle pieces



OBJECTIVE

Players are required to complete the *Hopscotch* course and finish the three puzzles as a team.

GAME LAYOUT



DESCRIPTION

Pass On The Stones is a modern combination of two Kampung games, *Hopscotch* and *Five Stones*. Fostering players' ability to communicate and work well together, this reinvented game also helps to develop children's locomotor (jumping) and object control (throwing, catching) skills.

Main Modification(s): Instead of being a single-player game similar to the traditional games it is based upon, *Pass On The Stones* combines the unique characteristics of *Hopscotch* and *Five Stones* to form a team-based activity that encourages collaboration among players.



HOW TO PLAY

- The first player will jump towards the end of the course.
- Each of the remaining players will take turns to jump along the course while holding a beanbag.
- When players reach the end of the course, they will have to pass their beanbag to the first player.
- After the first player has received all five beanbags, he/she will throw them into the air and aim to catch at least one.
- If the first player does not manage to do so, he/she can try again until he/she succeeds.
- Once the first player has caught at least one of the beanbags, he/she will then proceed to join the rest of the players in solving three puzzles showcasing images of Singapore's National Day Parade.
- The game ends once all three puzzles are solved.

Credits: PCF Sparkletots
Preschool @ Pioneer Blk 694



Scan to watch video
go.gov.sg/nk2022kg40

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BOLA POINT



NUMBER OF PLAYERS
3 per team



ITEMS NEEDED

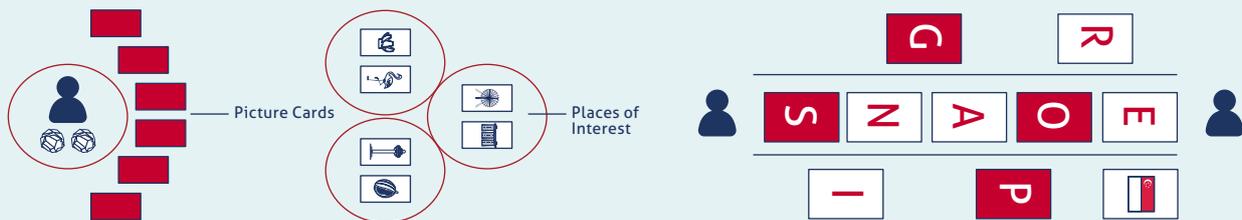
Printouts of places of interests in Singapore (picture cards), Recycled cereal boxes, Hula hoops, DIY paper balls, Rubber bands, Letter cards



OBJECTIVE

In this two-stage game, players must complete two activities which are reinvented from the games of *Bola Tin* and *Zero Point* respectively, and shout "SINGAPORE" after they have completed both activities.

GAME LAYOUT



DESCRIPTION

Bola Point is a reinventive take on the traditional Kampung games *Bola Tin* and *Zero Point*. This game promotes children's development of locomotor (jumping/hopping) and object control (underarm throwing) skills. This game also helps players to learn about local places of interest and how the word "SINGAPORE" is being spelt.



Main Modification(s): In a loose but creative spin on *Bola Tin*, players will pick a picture card at random and knock down the cereal box labelled with the matching image. Players must also jump/hop from letter to letter over two rubber band chains in a modified set-up of *Zero Point*.

HOW TO PLAY

- The first player will start the game by randomly picking a picture card that displays a local place of interest.
- The player must then attempt to use a DIY paper ball to hit the cereal box labelled with the matching image by performing an underarm throw. The second and third players will also take turns to complete this first activity.
- Once all players have completed the activity, one of the players will then proceed to jump/hop onto different letter cards laid out on the floor in the correct sequence (S-I-N-G-A-P-O-R-E) without touching the rubber band chains.
- The other two players will be responsible for holding each end of the rubber band chains and moving the chains in an "open-and-close" motion as their team member jumps/hops onto the letter cards.
- The player who is jumping/hopping must also call out the corresponding letter as they jump/hop onto each of the letter cards before shouting out the word "SINGAPORE".
- The other players in the team will then take turns to complete the activity.
- To add a competitive element to the game, the team which completes both activities in the fastest time wins the game.

Credits: My First Skool @ Pasir Ris Blk 524 C



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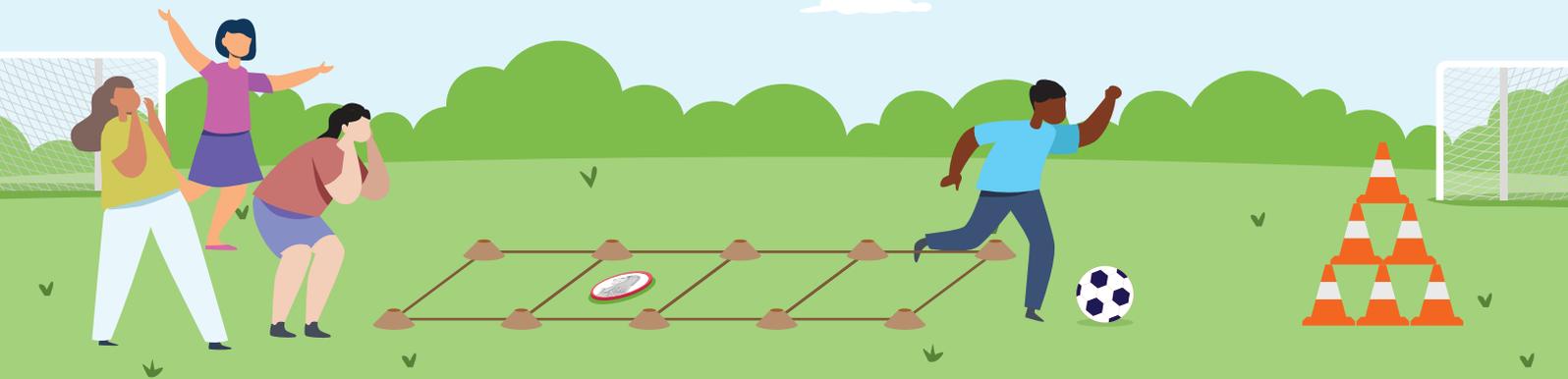
BOLA HOPSCOTCH



NUMBER OF PLAYERS
6 or more



ITEMS NEEDED
Football markers, Football, Cones,
DIY game items representing Singapore



OBJECTIVE

Players will need to complete the course and knock down as many cones as possible with a football to score points for their team.

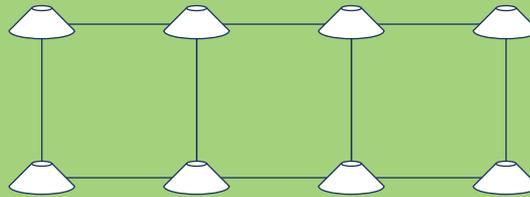
GAME LAYOUT

TEAM A



Start line

TEAM B



DESCRIPTION

Bola Hopscotch combines two of Singapore's favourite Kampung games from yesteryear, *Bola Tin* and *Hopscotch*.

The game can be modified in terms of the length/shape of the course and the number of cones to strike down at the end. Regardless of the complexity of the game, players will be able to develop their locomotor (hopping), object control (kicking), and stability (balancing) skills.

Main Modification(s): While retaining the unique characteristics of the traditional games it is based upon, *Bola Hopscotch* introduces elements from the sport of Football in this obstacle course-based activity.



HOW TO PLAY

- Players will be divided into two teams comprising minimally three players each.
- Similar to the style of Football, the first player from both teams will flip a coin to determine which team will start the game.
- The first player from the starting team will then throw a DIY game item representing Singapore onto the course.
- The player will then hop through the modified *Hopscotch* course, while avoiding the spot where his/her item landed on.
- At the end of the course, the player will kick a football towards a tower of cones in an attempt to strike all of them down.
- Players will earn a point for each cone they knock down.
- If no cones have been knocked down, the entire team will have to sing the chorus of any National Day theme song of their choice.
- Players from both teams will take turns to play the game in alternating fashion to keep both sides engaged.
- After all players have taken their turns, the team that scores the most points wins the game.

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