



Kith Kith (Hopscotch)

Kith Kith is a traditional game played in villages all across India and is similar to other hopscotch games played around the world. Depending on what part of India you're in, people may also call this game "Paandi," "Kunte Bille," "Tokkudu Billa," or "Khane."

Equipment needed

A "marker" for each player. Bean bags work best, but it could be any small object that won't roll too far. A rock, large eraser, or button could work.

Preparing the Court

If you already have a hopscotch court, you can use it. If not, draw the playing court using chalk (for pavement) or a sharp object in the dirt. The court can be any configuration of single or double-spaced rows, but a simple design might look like this:

5	
4	4
3	
2	2
1	

In this game, *all hopping is done on one foot*, unless there are two lateral spaces, where the player can land on both feet, one in each space.

Lap 1

The first player must stand behind the starting line and toss their marker into row 1. They must hop *over* row 1, landing in row 2, and continue hopping to the last space. Once there, they turn around, hop back to row 2, pause and pick up the marker in row 1, and hop over row 1 back to the start.

The next players can attempt Lap 1. A player loses their turn if the marker does not land in the correct row, touches the line, or the player loses balance and touches a line. That player will attempt the row they left off on when it is their turn again.

When tossing a marker into a double-spaced row (rows 2 and 4 in the above example), the marker can land in either space, and the player must hop over the entire row.

Lap 2

The player then tosses the marker into row 2. This time, they will hop into row 1, hop over row 2, and continue hopping to the last row. Once there, they turn around and hop back, pausing on row 3 to pick up the marker (staying on one leg). They then hop over row 2 to row 1 and step out.

This goes on until the players have completed Laps 1-5 (or however many rows you're playing with).