

Skipping

Skipping is a combination of a step and a hop on the same foot followed immediately by a step and hop on the opposite foot. Skipping requires coordinating the alternate use of both sides of the body, making it a challenging locomotor skill for young children.

The challenge also lies in its continuous but unrhythmic movement pattern where a long spring is followed by a light hop. Hands usually 'fly' out from the sides during the step and hop. Children must often be able to hop one or two steps before they are ready to attempt the skipping movement.

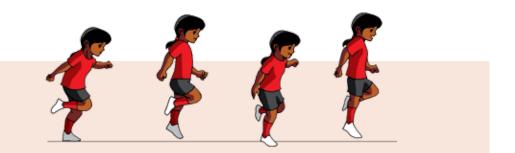
Many children launch subconsciously into a skipping movement during free play when they are happy and delighted. Skipping is also a common movement in many children activities and dances (e.g. Skip to My Lou).

Developmental Phases Skipping



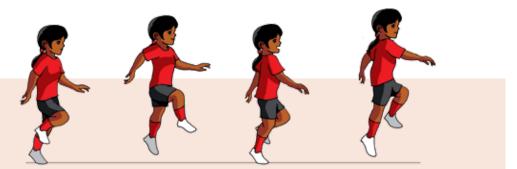
Initial

- One-footed skip. Movement appears unsynchronised due to awkward step-hop action.
- Double hopping or double-stepping occurs sometimes.
- Exaggerated stepping action.
- Ineffective use of arms.



Transition

- Effective coordination of step and hop but rhythm and pace not always consistent.
- Rhythmic use of arms to help movement.
- Exaggerated upward lift during hop.
- Flat-foot landing.



Mature

- Rhythmic weight transfer throughout, shifting body weight alternately between left and right legs to provide balance.
- Rhythmic use of arms in light swinging motion.
- Lower upward lift during hop.
- Toe-first landing.

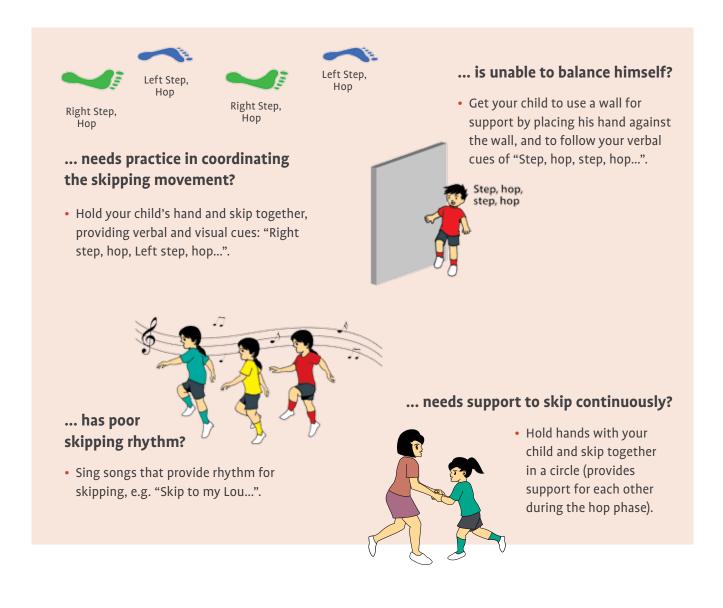
Approximate Age of Development (in years)

Initial	1	2	3	4	5	6	7	8	9	10
Transition	1	2	3	4	5	6	7	8	9	10
Mature	1	2	3	4	5	6	7	8	9	10



Teaching Strategies Skipping

What to do if your child...



Variations "Can your child skip...?"

10	Force/Effort	Time	Flow			
How the body moves	 as if flying in the air as if carrying a heavy bag merrily and lightly 	 quickly and then slowly to the sound of a tambourine fast when going straight and slow around a hoop 	 on the sound of the tambourine and freeze on the drumbeat with hands close to body waving a scarf 			
	Location	Direction/Pathways	Levels/Extensions			
Where the body moves	 and turn around on the spot with his friends but without touching anyone around the coloured shapes at the playground 	 three steps forward and three steps back clockwise and then anti- clockwise following the outline of a triangle 	 and touch his raised knee as if reaching up to touch the clouds as if going under a low bridge 			
ves	Self (body parts)/P	eople	Objects			
With whom/ What the body moves	 and high-five you beside you holding your hand and going in a circle 	 over bear and touch	 over bean bags on the floor and touch the balloons hanging overhead passing a scarf from one hand to the other 			

COMBINATIONS

- As if flying in the air when he hears the tambourine, and freezes when he hears the drum
- Turning around clockwise and then anti-clockwise, and touching his raised knee with his hand





LOCOMOTOR SKILLS

WHAT YOU NEED

- Objects found at home, such as tissue boxes, cushions or stuffed toys, to serve as obstacles
- Tambourine or music
- Scarf, handkerchief or tissue

HOW TO PLAY

- Randomly place different objects within the play area. Have your child skip around, avoiding the obstacles.
- Get your child to skip to the beat of the tambourine you play or music you put on.
- Give your child a scarf, handkerchief or tissue. As he skips, he must pass the item to and fro between his left and right hands. This will help his arms swing, for maintenance of balance and for height during take-off.

Challenge your child with another variation to this activity:			
Action			
Skip to you, and pass you the scarf, handkerchief or tissue			
Skip to you, and retrieve the scarf, handkerchief or tissue			
Your child must freeze			

BE AWARE

- If your child is just learning to skip, get him to step-and-hop on the spot before progressing to skipping around.
- Remind your child to use the same foot for each step-and-hop movement, and to alternate feet for consecutive step-and-hop movements.



LOCOMOTOR SKILLS

WHAT YOU NEED

• A string



HOW TO PLAY

- Tape the string in a zig-zag path that your child has to skip on.
- You will stand at one end of the string and when your child skips towards you, you will hold up a picture card showing either a star, crayon or rocket.
- Your child has to stop in front of you and demonstrate what is being flashed.

A crayon	Stand tall, hands at the sides		
A star	Jump with hands and legs straddled, arms lifted overhead		
A rocket	Feet together, hands lifted skywards and palms facing each other		

