

Segno Maksegno (ሰኞ ማክሰኞ)

Segno Maksegno or “Monday Tuesday” is a traditional [Ethiopian](#) game that is a variant of hopscotch. One plays the game by first drawing lines on the ground, usually with chalk or just lines in the dirt. They are separated by approximately 40 cm.

Each box drawn represents a “home”, which can be appropriated as property with ownership. The game begins by one person in a group throwing the first stone into the collection of “homes”.

The person will have to successfully jump through the collection of “homes” without touching the “home” with the stone.

If done properly, the same player will continue to go through all the “homes”, if still successful throughout they will be able to choose one of the “homes” to “own”.

Owning a “home” means that only that person can touch/jump on it, and no one else.

If one of the parts is divided in the middle, the person can jump with both feet, but if not, then would have to use only one foot.

If a person cannot jump through the area, then they will have forfeited their turn and will start the next game.

If a person cannot throw the stone in the correct place, i.e. within the real estate, they too will have forfeited their turn. The jumps made are two ways, they have to go forward and return, and owning a “house” means they can jump with one or two feet on it.

Owning a “house” also entitles the person to write their name or any other such sign they wish. The game ends only when one of the players owns all the houses or when the positioning of the house ownership makes it impossible to jump successfully anymore.

Source: <https://www.chickabouttown.com/10-traditional-sports-in-ethiopia/#ethiopian-traditional-games-in-amharic-segno-maksegno>

Multiple choice questions : Based on the reading above choose the correct answer for the following questions

1. What kind of game is Segno Maksegno?

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|-----------------|---------------------------|
| A. A card game | B. A variant of hopscotch |
| C. A board game | D. A running race |

2. How are the lines for the game usually drawn?

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|------------------------------------|---------------------------|
| A. With chalk or lines in the dirt | B. With paint on walls |
| C. Using sticks | D. With tape on the floor |

3. What does each box drawn on the ground represent?

- A. A store
- B. A home or property
- C. A river
- D. A mountain

4. How far apart are the boxes usually separated?

- A. 10 cm
- B. 20 cm
- C. 40 cm
- D. 100 cm

5. How does a player start the game?

- A. By shouting “go”
- B. By throwing a stone into the collection of homes
- C. By jumping on one foot
- D. By drawing lines

6. What must the player avoid touching while jumping through the homes?

- A. Other players
- B. The stone
- C. The homes with their feet
- D. The chalk lines

7. What happens if a player successfully jumps through all the homes?

- A. They win the game immediately
- B. They get to choose a home to own
- C. They get to throw the stone again
- D. They skip the next turn

8. What does owning a home mean in this game?

- A. The player can jump only on their owned home
- B. The player can paint the home
- C. The player can skip turns
- D. The player can move all stones

9. How can a player jump if the box is divided in the middle?

- A. They must jump backward
- B. They can jump with both feet
- C. They must skip the box
- D. They must jump with one foot only

10. What happens if a player fails to throw the stone correctly?

- A. They get an extra turn
- B. They have forfeited their turn
- C. They win a home
- D. They can jump twice

11. How many ways do players have to jump through the boxes?

- A. One way only
- B. Forward and return
- C. Side to side
- D. Random

12. When does the game end?

- A. When one player owns all homes or when jumping becomes impossible
- B. After 10 rounds
- C. When the stone breaks
- D. When players get tired