#### **Marbles**

**Goal:** Move all of the marbles out of the circle.

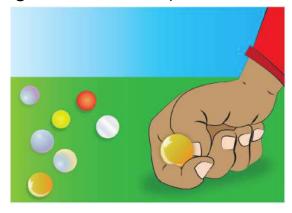
#### **Materials**

- 9–13 small marbles
- 1–3 large marbles
- meter stick
- sorting circle, string (1.5–2 m), sidewalk chalk, or tape
- timer

#### **Directions**



- 1. Decide where the game will be played. For example, if you play on concrete, you will need sidewalk chalk. If you play on carpet or tile, you will need a sorting circle or section of string to create the boundary circle.
- 2. Set up the game as shown in the below picture. Depending on what your teacher instructs you to do, you may choose to play with fewer marbles. Use tape to secure a circle made of string.
- 3. Each player will need a large marble to use as their launching marble. Depending on the amount of materials available, large marbles may need to be shared.
- 4. Practice forming a loose fist and placing your thumb either between your index and middle fingers or between your middle and ring fingers.



- 5. Place a large marble on your index finger, and allow it to rest against your thumbnail.
- 6. Position your fist with your knuckles down on the playing surface. You may

- 7. Take a few minutes to practice your strategy and technique for launching the large marble. The goal is for the large marble to knock the small marbles out of the circle.
- 8. Each player's first launch to start the game must be made from outside the circle. Remaining launches may be made from anywhere on the playing surface inside or outside the circle.
- 9. Decide the order of players based on who is oldest to youngest.
- 10. You may move around the perimeter of the circle to get the best angle for each turn.
- 11. If you knock a marble out of the circle, you may go again. Collect the marbles you knock out of the circle.
- 12. Your turn is over if you do not knock a marble out of the circle.
- 13. Remove your large marble from the circle after each turn.
- 14. The player who knocks the most marbles out of the circle wins the game.

### **FABLE-TOP CATAPULT**

#### Materials:

- Hot glue gun
- 4-6 Plastic spoons
- 4-6 Bottle cap
- 50 Pom-poms
- Timer



#### **Assembly Directions:**

- 1. Use hot glue to secure the bottle cap to the end of the spoon handle.
- 2. Place a pom-pom in bowl of the spoon.
- 3. Push downward on the bowl of the spoon. Make sure not to get in the way your projectile.
- 4. Let it launch!
- 5. Goal: How many pom-poms can you shoot into a cup in one minute?



### Air Hockey

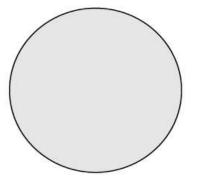


fry to get your puck in the circle and score the most times in a minute!

#### **Materials:**

- one straw per person
- one plastic disc per person
- one Air Hockey Mat
- one timer
- 1. Choose your straw, mat, and puck.
- 2. Place your puck behind the starting line.
- 3. Using your straw, blow your puck into the goal circle.
- 5. If you blow the puck past the circle you must go back behind the starting line.
- 5. Your puck must be completely inside the circle to score.
- 7. How many points can you score in a minute?

# Air Hockey Mat

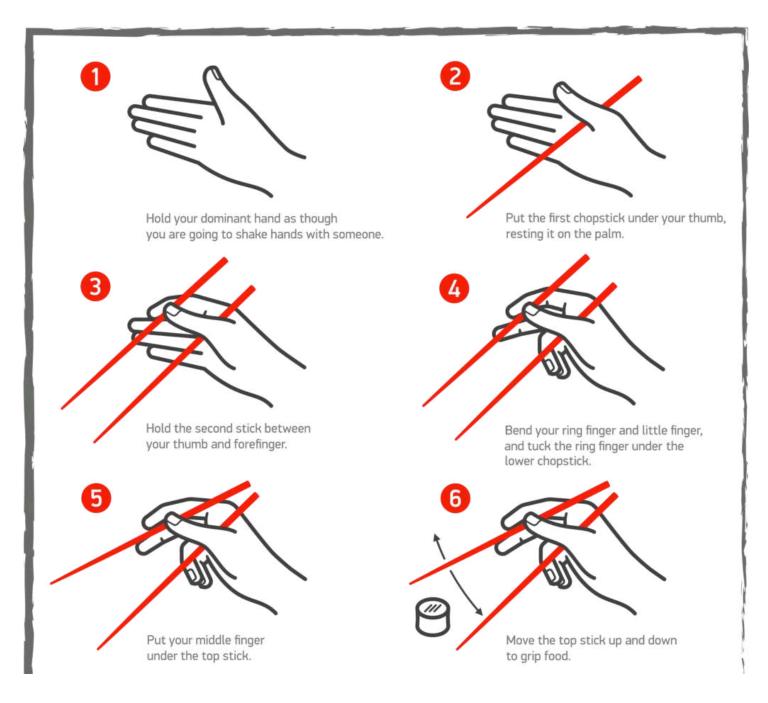


### Chopsticks and Mini Marshmallows

How many mini marshmallows can you pick up and put in your cup in under a minute?

#### **Materials**

- One bag mini marshmallows
- 4-6 sets of chopsticks or wooden skewers per student
- 4-6 plastic cups



**3uilding a Card Tower with Balanced Forces** 

The card tower with the most cards wins.



http://www.wikihow.com/images/8/8f/ Build-a-Tower-of-Cards-Step-7.jpg