

Games With Marbles

Playing games with marbles can be fun for hours. Kids will have fun challenging themselves and others with games and activities that work on their accuracy and fine motor skills.

Here's a few marble terms:

- The shooter marble, called the “taw” is always the marble that is a little bigger than the other marbles which are called “mibs” or “kimmies”.
- “Knuckling down” is the term for the position you will take to flick the marble. Hold the marble between your forefinger and middle finger. Put your hand on the ground with your knuckle touching the ground.
- Flick the “taw” out with your thumb. Try to give it some backspin. If it bounces across the room, you probably flicked it too hard and without a backspin.
- You will want to flick your marble with enough backspin to knock up against its target marble and stay put or “stick” which will put you in a good position to shoot again.
- Practice will help improve controlling your marbles and sending them where you want them to go. This will develop your skill in accuracy.




Age Group: Most of these games can be adapted to different age groups. It's also fun to play with a mix of age groups including adults and kids.

Game 1: Puggy

1. Played on a smooth surface with a shoe as a target.
2. Someone takes off a shoe and drops it into the middle of your playing area.
3. Each player takes 3 or 4 marbles and scatters them within a foot or so of the shoe. These are your **target** marbles.
4. Draw a circle around the shoe, about 4 or 5 feet away, and everyone sets up behind it.



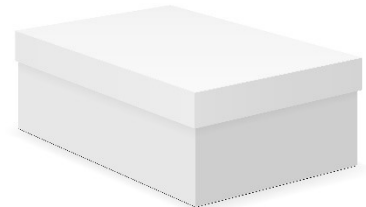
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5. Each person takes turns trying to knock one of the target marbles into the shoe. If you knock a marble into the shoe, you get to keep the marble and take another turn. Every shot has to be taken from outside the circle or behind a designated line.
 6. When the last marble has been claimed, the player with the most collected marbles wins.

The idea: To knock one of the scattered marbles into the shoe with your shooter marble.

Game 2: Boxies

Miniature golf, marbles style. You'll need a shoe box and a nice smooth rolling surface.

1. Set a shoe box on its side with the opening towards you.
2. Step back about 5 giant steps (or more if you need a challenge or less if you want to).
3. Everybody rolls toward the shoe box from a designated distance.



The idea: To land a marble in the box. First one to do it is the winner. If your marble hits the back of the box and bounces out, it doesn't count. It must remain in the box.

Game 3: Dropsies

This game can be played on carpet or grass.

1. Dropsies is played in a square. Each side of the square is about 1 medium step long.
2. Everyone playing scatters 5 marbles inside the square.
3. Stand up outside the square with your toes just touching the line. You may lean in, but you can't go inside the square with your feet.



The idea: To drop your shooter marble from above waist height onto other people's marbles and knock them out of the square. If you can do that without your shooter rolling out of the square at the same time, you get to keep dropping (and keep the marble you knocked out of the square). If your shooter rolls out with the other marble, you get to keep the marble but it's now the next person's turn. The winner is the first one to collect all 5 marbles.