



MARBLE MADNESS



RATIONALE FOR ADVENTURE

In this adventure, Bears will learn about a game that has entertained people since the time of ancient Egypt and has been an important part of Scouting since its early days. They will experience individual competition and teamwork, helping others, learning rules, and being a good sport.

TAKEAWAYS FOR CUB SCOUTS

- Using observation and listening skills
- Following instructions
- Working as a team
- Developing creativity
- Living the Scout Oath and Scout Law
- Helping others
- Practicing sportsmanship
- A Scout is friendly. 

Bear Handbook, page 212

ADVENTURE REQUIREMENTS

Complete requirements 1–4. Requirement 5 is optional.

1. Discuss with your family or den the history of marbles, such as where and when the game began. Talk about the different sizes of marbles and what they are made of and used for.
2. Learn about three different marble games, and learn to play one of them. Learn how to keep score. Learn and follow the rules of the game. Play the game with your family, friends, or your den.
3. Learn four or five words that are used when talking about marbles. Tell what each of the words means and how it relates to playing marbles. Share this information with your den.
4. Complete one of the following:
 - A. With your den or family, make a marble obstacle course or marble golf course. Share what you create. Invite everyone to go through your course.
 - B. Create your own game using marbles, and design rules for playing the game. Share the game you created with your den, family, or friends. Explain the rules and how to play the game.
 - C. With your den or family, create a marble race track. Have at least two lanes so you can race your favorite marbles against each other.
 - D. Make a marble maze.
5. With the help of an adult, make a marble bag to hold marbles.

NOTES TO DEN LEADER

This adventure has several choices based on which activities you choose to do with your den. These den meeting plans, when followed as written, meet the requirements to earn this adventure. If you choose to make adjustments, be sure you complete at least the minimum requirements.

Prior to Meeting 1, ask everyone to bring in a box lid for the marble maze activity. Most of the requirements for this adventure can be done with the den, but Bears will need to complete requirement 4B (creating a game using marbles) at home following Meeting 1. Bears will bring their games to Meeting 2 to share with the den.

MEETING 1 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Materials for each Cub Scout to make a bag to hold marbles (See Meeting 1 Resources.)
- Marbles
- Chalk to draw the playing ring on the ground
- Materials for each Cub Scout to make a marble maze (See Meeting 1 Resources.)
- Picture of Earth, the “Big Blue Marble” (See Meeting 1 Resources.)

GATHERING (REQUIREMENT 5)

As Scouts enter, provide materials for them to make their own bags to hold marbles. The den chief, assistant leader, parents, etc., can assist with this project. (See Meeting 1 Resources.)

OPENING

Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.

TALK TIME (REQUIREMENTS 1, 2, AND 3)

- Carry out business items for the den.
- Allow time for sharing among Cub Scouts.
- Begin this adventure by talking about marbles, including how long they have been around and how marbles have changed through the centuries (requirement 1). Ask the Scouts to name games that can be played with marbles, such as Chinese checkers or some board games.
- Talk about the different words (names of moves, marbles, games) associated with the game of marbles. (Requirement 3)
- Tell Scouts that they will complete requirement 4B at home before Meeting 2. Bears will create their own games using marbles and present the games at the next meeting.

ACTIVITIES

◆ Activity 1: Marble Games (Requirement 2)

Have the Scouts learn the marble game Ringer, which can be found in the *Bear Handbook*. Teach them both the game and the rules. Discuss the importance of following the rules and how a Scout is obedient when following the rules. (See Meeting 1 Resources.) You may choose another game to play if you or the members of your den prefer.

Lagging

Players start the first game by lagging to determine the order of play. In some games, having the first turn could decide the game—which makes lagging an important skill for players to learn. The 10-foot diameter playing ring should be set up correctly before lagging occurs.

Here are the steps to follow before each game:

1. Players draw a set of parallel lines on the ground on opposite sides of the ring (10 feet apart). One line is the pitch line, and the other line is the lag line.
2. Players should stand behind the pitch line on the edge of the empty ring.
3. Each player takes a turn tossing or shooting their “shooter” marble. The goal is to have the marble end up closest to the lag line—either in front of the line or past it.

◆ Activity 2: Build a Marble Maze (Requirement 4D)

Materials:

- One box lid or box for each Scout to use as the frame for their maze
- Plastic straws
- Paper rolls
- Tape or glue
- One marble for each Scout

Instructions:

1. Create a marble maze by taping or gluing barriers into the box.
2. The barriers should guide the marble through the box.
3. Mark one corner of the box or box lid as "Start" and the opposite corner as "Finish."



CLOSING

- **Akela's Minute:** Ask if the Scouts have ever heard Earth called the "Big Blue Marble." Tell them that the nickname is because, from space, Earth's atmosphere shows swirls of clouds similar to the patterns on marbles. Share a picture so they can see the resemblance. See visibleearth.nasa.gov for photos of Earth.
- Recite the Scout Oath together.



Do-at-Home Project Reminder:

Before Meeting 2, Bears need to create a marble game at home. They should consider the rules for playing the game and be ready to explain it at the den meeting.

Each Bear should also bring materials to Meeting 2 to contribute to the den's marble obstacle course. The list could include, but is not limited to: tape, scissors, paper plates, paper cups, cardboard rolls (paper towel and toilet paper size), card stock to make rolls, small cardboard boxes, blocks, PVC pipe, PVC elbows, or PVC T caps.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 1, 2, 3, 4D, and 5.
- Work together to clean up the meeting place.

MEETING 1 RESOURCES

GATHERING: MARBLE BAG (REQUIREMENT 5)

Scouts may use the directions in the *Bear Handbook* or the simple directions below to create their marble bags.

Materials:

- A circle of material or vinyl, 10 to 12 inches in diameter.
 - A shoelace or string 18 to 20 inches in length. If using string, wind clear tape at the ends to keep the string from fraying.
1. Cut small slits around the circle about 1 inch from the edge and approximately ½ inch apart.
 2. Weave the shoelace or string in and out of the slits around the circle, gathering the cloth as necessary to form the bag.
 3. Tie with a loose knot or place a bead over the strings/laces to hold them snug.



TALK TIME: BASIC TERMS FOR MARBLES

- **Aggies** are marbles that are made from agate or glass that resembles agate.
- **Bowling** occurs when a player rolls a shot on the ground.
- **Bumblebees** are yellow and black striped marbles.
- **Edgers** are marbles near the edge of the ring.
- **For Fair** means playing for the fun of the game. At the end of each game, the marbles are returned to their owners.
- **For Keeps** means each player keeps the marbles that he shoots out of the ring.
- **Histing** occurs when a player raises their hand from the ground while shooting.
- A **hit** occurs when a player shoots a marble out of the ring.
- **Hunching** occurs when a player moves their hand forward across the ring line when shooting from the line, or moves the hand forward from the spot where the shooter came to rest inside the ring.
- **Knuckling down** is a position in which at least one knuckle must touch the ground until the shooter has left the hand.
- **Lofting** (or **plunking**), a difficult shot, occurs when a player shoots in an arc through the air to hit a marble.
- **Marbles** should only be used as a term for the target marbles. These can also be called **mibs**, **miggs**, **ducks**, **kimmies**, or **hoodles**.
- A **miss** occurs when a player fails to knock a marble from the ring on a shot.
- **Roundsters** (or **circling**) is the act of selecting the best location outside the ring for knuckling down.
- A **shooter** is the attacking marble. It can also be called a **taw**, **glassy**, or **monny**.
- A **shot** is the act of snapping the shooter at a marble by a quick extension of the thumb.

MEETING 2 PLAN

PREPARATION AND MATERIALS NEEDED

- U.S. and den flags
- Race track and/or obstacle course for marbles
- Marble racer pattern, 1 copy for each Bear
- Card stock for making racers
- Felt board race track
- Marbles

GATHERING (REQUIREMENT 4C)

Make marble racers to be used on the felt board marble race track. See the pattern in the Meeting 2 Resources.

OPENING

- Conduct a flag ceremony of your choosing that includes the Pledge of Allegiance and the Scout Oath and Scout Law.
- Tell Scouts, *"When we create and play marble games as we will do today, we are helpful in working together to create games, we are courteous to other players when we compete, and we are obedient when we follow the rules."* Together, recite the Scout Law.

TALK TIME (REQUIREMENT 4B)

- Carry out business items for the den.
- Have the Scouts share with the den the games they made up at home (requirement 4B).

ACTIVITIES

If the den is large, separate the Scouts into two teams. Each team will make race track and an obstacle course.

◆ Activity 1: Marble Races (Requirement 4C)

- Have Scouts use the felt track to race the marble racers they made in the Gathering activity.

◆ Activity 2: Marble Obstacle Course (Requirement 4A)

- Have Scouts work together to build a marble obstacle course.

CLOSING

- **Akela's Minute:** Spend a few moments reflecting on the information shared with the Scouts and the games that they played. Ask each Bear to say one new thing they learned during this adventure.
 - If desired, you can incorporate a "Roses and Thorns" activity. Each Scout is to share one thing about the adventure that was difficult (the thorn), but they must also share something about the adventure that they really liked (the rose).
 - There may not be any thorns, which is terrific!
- Have the den stand and recite the Scout Oath.

AFTER THE MEETING

- Serve refreshments, if desired.
- Record completion of requirements 4A, 4B, and 4C.
- Work together to clean up the meeting place.

Upon completion of the Marble Madness adventure, your Bears will have earned the adventure loop shown here. Make sure they are recognized for their completion by presenting the adventure loops, to be worn on their belts, as soon as possible according to your pack's tradition.



MEETING 2 RESOURCES

MARBLE RACE CARS AND TRACK

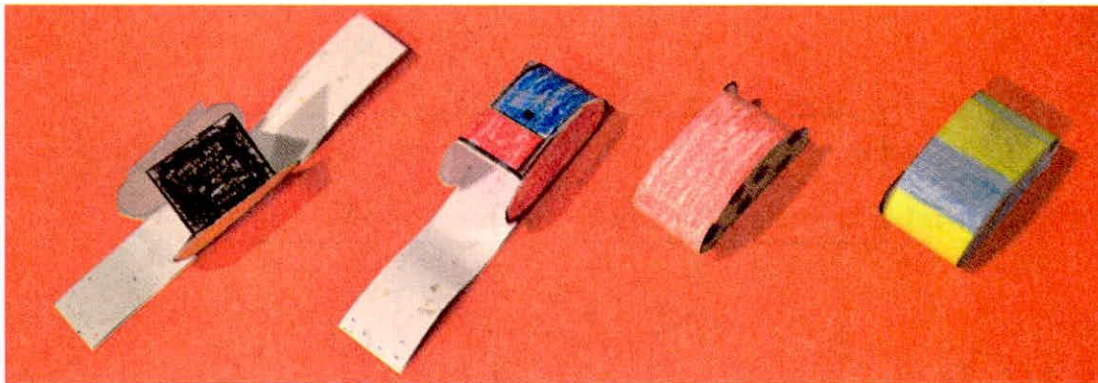
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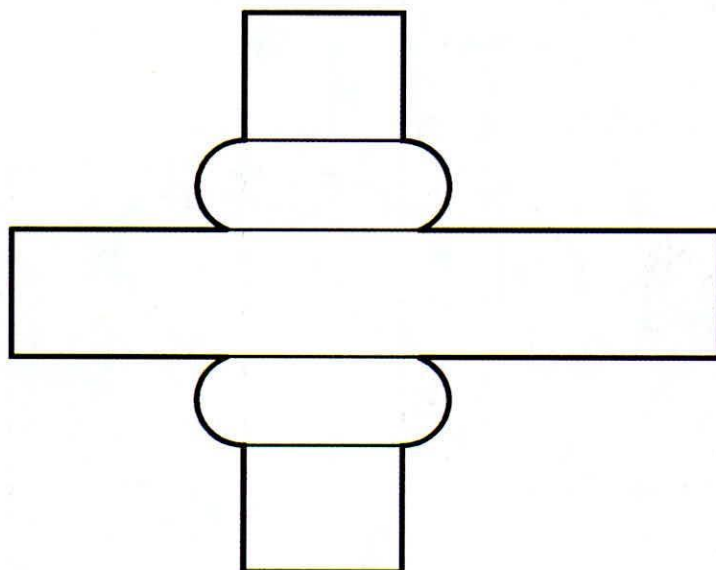
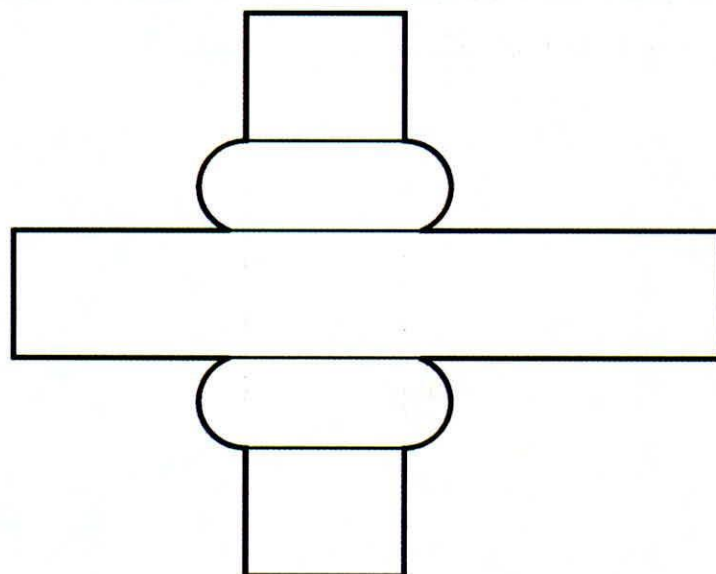
- Marbles, one for each Scout
- Race-car pattern, one copy for each Bear
- Markers or colored pencils
- Scissors
- Clear tape
- Felt board track
- 1-inch strips of poster board and tape for lanes

Instructions:

These race cars can be raced on a felt-covered board that is set at a downward angle (such as leaning against a chair). Create racing lanes by taping stiff paper on its edge to the felt board. The Scouts will be amazed to see their race cars tumble down the track!

1. Decorate the car as desired. (This is easier if done prior to cutting out the racer.)
2. Cut out pattern.
3. Fold tabs on thin lines, and tape short tabs together.
4. Tape long tab to short tabs.
5. Put the marble in, and tape last tab to long tab.
6. Have fun racing!





NOTES