Games of the Past

A diagram of a shoe shop

Description automatically generated***Marble Shoebox Game***

**Material List:** Small to medium box

Marbles

Score card

**Objectives:** Learn the rules of the game.

Learn to keep an accurate record of their own score.

**Teacher’s introduction to the activity:**

Prepare a box with doors 1-inch wide and 2-5 inches high. Write a number above each door. Mark the starting line. The students will roll 10 marbles from the starting line aiming for a door. They will record the door numbers they roll a marble through. Decide

if the first person to reach 100 wins or the player with the highest score after 10 marbles wins.

**Instruction:**

Students will shoot for the doors and will score points according to the number above the door. After 10 marbles have been played students calculate their scores.

***Marble Game***

**Name*\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***

**Marble Played # Above Door Total**

|  |  |  |
| --- | --- | --- |
| Marble 1 |  |  |
| Marble2 |  |  |
| Marble 3 |  |  |
| Marble 4 |  |  |
| Marble 5 |  |  |
| Marble 6 |  |  |
| Marble 7 |  |  |
| Marble 8 |  |  |
| Marble 9 |  |  |
| Marble 10 |  |  |