Assembled Den Meeting Plan – BEAR (3rd Grade)

This ***Assembled* Den Meeting Plan** combines ideas from Bear Den Meeting Resources found at Scouting.Org or from the requirements themselves, into the parts of a quality Den Meeting, which are **Preparation** (plan + collect materials needed), **Gathering** (something for early arrivals to do), **Opening** (a ceremony to start), then **Activities** (an Activities Intro chat, followed by a series of activities, ideally alternating quiet and energetic fun), **Closing + Recognition** (ceremony), and **After the Meeting** (follow up) …

Bear – 3rd Grade

Marble Madness

A "Marbles" Adventure

ELECTIVE (2 "electives" are needed to earn the Rank of Bear)

Snapshot of Adventure. Long before board and video games, kids played with marbles. Those little balls of glass are just as fun to play with now as they were back then. In this Adventure, you'll play several different marble games. You'll also learn special words only marble players know and discover how to use marbles in mazes, obstacle courses, and more. Are you ready? Then grab your taws, aggies, and cat's eyes, and let's play marbles.

The QR Code above takes you to scouting.org/cub-scout-adventures/marble-madness/

This Den Meeting Plan adapts Activity ideas from that Scouting link with other fun, simple, easy ideas. For more, see the Adventure Resources at the end of this Plan for a list of the suggested Activities at that link.

Requirements from the Bear Handbook

1. **Make a marble bag.**
2. **Learn five words that are used when talking about marbles.**
3. **Play three different marble games.**
4. **Build a marble racetrack with at least two lanes.**
5. **Build a marble maze.**

Meeting Plan

Does this take one Meeting to complete – or more? More. You do not want to cram all of this in a single session because you'll need at least 15 minutes per game and if your Scouts like the games and get into elaborate racing and obstacle courses, you may want to have even more sessions.

PREPARATION (and materials needed): Read the Marble Madness adventure in the Bear Handbook.

- As always, decide whether you like any of the "Activity Card" options for the Requirements or the suggested activities below or some other way to deliver this Adventure.
  - When you decide, check the materials and supplies you need.
  - For sure you'll need lots of marbles, materials to make a marble obstacle course and maze, plus chalk to draw the playing ring on the ground or sidewalk.

GATHERING: A "gathering" activity is to keep Scouts occupied as the rest of the den arrives. *What you do will depend on your location and leadership resources*.

- Use gathering time to connect with adults and "share the leader load": everyone can help with something! A good approach is for different parents (or teams) to share the "lead" of parts of the Adventure below.

OPENING: (Parent leader: _____) An Opening ceremony says, "we've begun" and helps set the tone.

- Maybe: a simple ceremony you like that includes the Pledge of Allegiance and the Scout Oath and/or Law.

ACTIVITIES (See also other Activities linked at Adventure Resources – use those if you like them):

🔶**Activity Intro:** (Parent leader: _____) As you move into Activities, have some "talk time" where you (1) discuss today's Adventure activities (what you'll do, how you'll do it – share in a way to get the Scouts excited) and (2) let each of the Scouts share "what's new" with them and get to know each other better.

🔶**Activity 1: Marble Vocabulary (Requirement 2: "***Learn five words that are used when talking about marbles.***")** (Parent leader: _____)

Some of these are in the Bear Handbook.

Right: vintage photo of *Mibsters* at a *Bull-Ring* – are they playing *Friendlies* or *Keepsies?*



- **Aggie marble:** made of mineral agate.
- **Alley marble:** made of alabaster or marble.
- **Alley taw:** the offensive marble set aside for shooting.
- **Back to taw:** when a player needs to return to where he shot last.
- **Bombies:** dropping your marble onto another marble.
- **Boss:** a large playing marble.
- **Bull ring:** a large round ring for playing marbles
- **Burns:** a call by a player which allows him to roll his marble again after his shooter has hit some object that deflected it from the desired direction
- **Bat's eye:** marbles have a swirl of color inside
- **China alley:** a marble made from chinaware with rings painted in different colors.
- **Chuck:** a shooter that remains in the ring after being rolled towards marbles in the ring
- **Clearies:** a call that gives permission to clear obstacles from the ground before the defensive marble.
- **Clip:** the act of hitting a marble
- **Commie:** common marble, plainest looking marbles
- **Dob:** a large marble
- **Downsies:** a call demanding that the shooter keep his knuckles on the ground when shooting.
- **Drop:** an expert marble player
- **Dubs:** when two or more marbles are knocked out of the ring with one shot
  - Also **Dubs:** a call that gives the player the right to take all marbles, or no dubs to revoke the right.
- **Earnest:** a game in which players keep the marbles they knock from the
- **Edger:** a marble or taw that is near the edge of the ring or shooting line
- **Fairsies:** rules of playing in which each player gets back his or her marbles at the end of the game.
- **Friendlies:** you give back the marbles you've won at the end of a game
- **Fudging:** moving your hand forward while shooting
- **Fumble:** to allow the marble to slip from the hand when shooting
- **Hand span:** the width of your hand
- **Histing:** lift your knuckle as you shoot
- **Jumpsies:** shooting your marble in such a way that it jumps into the air and hits the target marble on landing without hitting the ground first.
- **Keepsies:** rules that any marbles that a player loses are not returned at the end of the game, but kept by whoever won them.
- **Knuckle down:** put one knuckle of your shooting hand on the ground as you shoot.

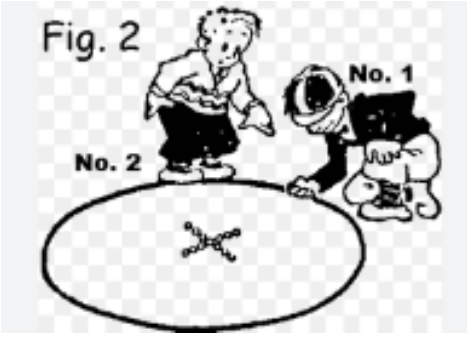
Right: vintage photo of a *Drop* who is *Knuckling Down* and shooting at *several Boss* marbles that are *Mibs*



- **Lacky:** last in order of shooting
- **Lagging:** in marbles you don't flip a coin to see who goes first. You shoot or bowl a marble from the pitch line to another parallel line called the lag line.
- **Lag line:** the line you throw toward when lagging.
- **Mibs:** target marbles, the ones you shoot at
- **Mibster:** a marble player
- **Pitch line:** the line you stand behind to lag.
- **Pot:** collection of marbles that every player adds to for playing a game
- **Poon:** to shoot at a marble from a long distance
- **Shooter:** the marble you shoot with. It may be slightly larger than a regular marble. Some players have favorite or lucky shooters.
- **Shooting line:** the line behind which you stand and shoot in a game.
- **Slip:** when a marble slips out of a player's hand accidentally
- **Snooger:** term used in ringer to describe a target marble that is near the rim of the ring.
- **Shoot:** to roll pitch, or move a marble in the direction of a target
- **Shooter or taw:** the offensive marble
- **Smug:** to grab all the marbles and run when some action might break up the game
- **Target marble:** the marble you want to hit.
- **Taw marble:** between one-half inch and three-fourths of an inch in diameter and used as targets.
- **Taw line:** line behind which you shoot.

◆Activity 2: Games! (Requirement 3: *"Play three different marble games."*) (Parent leader: _____)

- **"Ringer"** -- any number of players can play this game. Draw a ring on the ground about 10 feet across.
  - Put 13 marbles in the middle of the ring arranged in an X shape. They should be about 3 inches apart.
  - The first player kneels outside the ring and uses their "shooter" to try to shoot a marble out of the ring.
    - If you miss, your turn is over and you pick up your shooter.
    - If you have a hit and your shooter stays in the ring, you can shoot again from where the shooter stopped.
    - If your shot hits and your shooter goes out of the ring, your turn is over.
    - You keep any marbles that go out of the ring.



  - When the first player's turn is over, the second player takes their turn, etc.
  - Keep playing until time is up or most of the marbles have been knocked out. The player with the most marbles is the winner.
- **"Plums"** – This game is for a small number of players. Draw two parallel lines about 6 feet apart.
  - Each player puts the same number of marbles (called "plums" in this game) on one line a few inches apart. The players stand behind the second line.
  - Players take turns shooting at the plums from behind the second line.
  - They keep any plums they knock off the line.
  - Keep playing until time is up, if a time limit has been set, or until all the plums have been picked.
  - The player with the most marbles is the winner.

- **"Dropsies"** – This game is good for two, three, or four players.
  - Draw or tape a square on the ground about 2 feet long by 2 feet wide.
  - Each player places five marbles inside the square.
  - The first player stands on one side of the square with their feet outside the line.
  - You drop a shooter from above waist height onto one of the other players' marbles to try to knock it out of the square.
  - If you do that and your shooter stays in the square, you get another turn.
    - If the other marble rolled out, you also get to keep that marble.
  - If you do that but your shooter rolls out, you lose your turn.
    - But if the other marble rolled out too, you do get to keep that marble.
  - Keep playing until time is up or most of the marbles have been knocked out.
  - The player with the most marbles is the winner.



◆Activity 3: Marble Racing (Requirement 4: *"Build a marble racetrack with at least two lanes."*) (Parent leader: _____)

The Adventure Resources offer an Activity Card of Marble Racetrack. Use that if you like – but it will need adaptation. Do an internet search of *marble racetrack designs* or *marble racetrack from recycled materials*.

- There are Lego and other fancy marble racing runs that you might use and assemble.
- Or create a marble racetrack out of recycled materials found at home.
  - Gather some objects from around your house like blocks, paper-towel or toilet paper tubes, yardsticks, boxes, books, pool noodles and pillows, painter's tape and other items.
  - Use them to form an obstacle course for you to shoot marbles through.
    - But make two parallel tracks.
  - Take advantage of stairs and slopes to make a longer run.

Short Dual Track Run



Cardboard And Straw Maze



◆Activity 4: Marble Maze (Requirement 5: *"Build a marble maze."*) (Parent leader: _____)

The Adventure Resources offer an Activity Card of Zig, Zag, Zoom. Use that if you like – but it will need adaptation. Do an internet search of *marble maze designs* or *marble maze from recycled materials*.

- Explain to Scouts that a maze is a game with a defined starting point and end point. The goal is to get from the starting point to the end point by navigating the various twists and turns.

- Mazes can be varying levels of complexity. The more corners, turns, and dead ends the mazer has, the more challenging it will be.
- The marble is navigated through the maze by the player holding the maze and twisting and turning the maze to control the direction of the marble through the maze.

🔶Activity 5: Marble Bag (Requirement 1: "*Make a marble bag.*") (Parent leader: _____)



The Adventure Resources offer Activity Cards of Make a Marble Bag (Requires Sewing – Follows the Plan in the Bear Handbook) and No Sew Marble Bag (No Sewing, just Cutting Fleece).

- Use what you like – or something else.
- While this is "Requirement 1", we've relegated this to the end because it may be the least fun part.
  - Of course, if your Den really gets into textile creating and sewing and such, have at it.
- Technically, "*Make a marble bag*" could be simple.
  - Like, take a neckerchief or bandana and tie a knot so that all the marbles stay inside.
  - That is a bag. So is a Ziploc named "marbles".

CLOSING: A Closing ceremony ends the meeting and highlights the achievements. A Den leader can reflect on the meeting + praise Scouts for specific good actions today. Thank every Parent who helped.

- If you have them, award Loops to all who completed the requirements. Maybe end with a "Living Circle".

AFTER THE MEETING: Clean up as needed. Share refreshments if that's what you like.

Upon completion of this Adventure, your Bears will have earned the Adventure Loop for it. 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. Text or email all Den parents to share these resources for future reference and so parents of Scouts who could not attend may complete this Adventure from home.

ADVENTURE RESOURCES: Den Meeting Resources and "Activity Card" options for this Adventure are found at https://www.scouting.org/cub-scout-adventures/marble-madness/. Those resources include the Snapshot of Adventure (included above), a "Safety Moment" of tips and links about doing this safely, and, for each Requirement, one or more "Activity Cards" you can click on for an activity to complete the Requirement.

Those "Activity Card" pages are linked below – along with the "Key" scoring of (a) whether the Activity must be done Outdoors, may be done Indoors, or involves Travel; (b) how much Energy Scouts will generate; (c) How "Supply Intensive"; and (d) Prep Time – those last 3 categories are scored on a 1 to 5 scale, with 5 being "most". Note that while that website page says "Choose one of the following" before the "Activity Cards", what that means is "Choose one of the following – *or do some other activity that will meet the Requirement*", because the Requirements are required, not the Activity Cards. In the Assembled Den Meeting Plan above we have adapted some of what's below or other ways to complete the requirement in easier ways.

1. **Make a marble bag.**
   - Make a Marble Bag (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
   - No Sew Marble Bag (Indoor; **2** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
2. **Learn five words that are used when talking about marbles.**
   - Marble Jargon (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **2** of 5 Prep Time)
3. **Play three different marble games.**
   - Ringer, Plums, and Dropsies (Indoor; **2** of 5 Energy; **2** of 5 Supplies; **2** of 5 Prep Time)
4. **Build a marble racetrack with at least two lanes.**
   - Marble Racetrack (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **5** of 5 Prep Time)
5. **Build a marble maze.**
   - Zig, Zag, Zoom (Indoor; **3** of 5 Energy; **3** of 5 Supplies; **3** of 5 Prep Time)