

## Teaching Cues

- Plant non-kicking foot next to ball.
- Swing kicking toes toward ball.
- Kick ball with inside of the foot striking it at the midline of the ball.

## Teaching Tips

- To make it easier to score, move players closer a few paces. To add challenge, move them apart a few paces.
- The game is best played on grass where balls don't roll too far/fast.
- Encourage players to keep the ball on the ground when passing.

## SEL Competencies

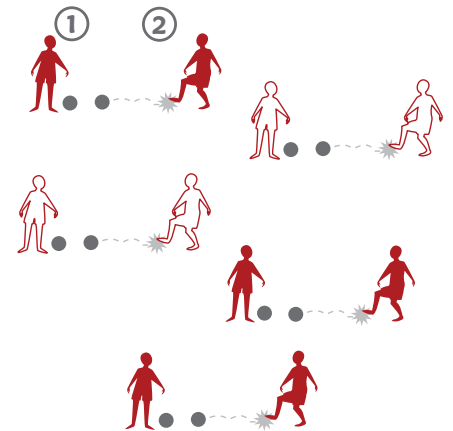
- Self-Management**  
Self-Monitoring
- Social Awareness**  
Working with others
- Relationship Skills**  
Cooperation

## READY

- 1 [playground ball](#) per student

## SET

- Create a large (30 x 30 paces) activity area.
- Pair students; identify Player 1 and Player 2.
- Give each student a ball.
- Scatter partners throughout the activity area, facing each other 5 paces apart.



## GO!

### 1. Lesson Objective

- The object of *Marbles* is to kick your ball so it taps your partner's ball.

### 2. Instructions

- To do that, Player 1 steps behind the ball, allowing Player 2 to make a kick (or roll) to try and tap it.
- Player 2 makes their first kick.
- If the ball hits Player 1's ball, great! If not, Player 1 will pass it back and Player 2 gets 2 more chances.
- After 3 attempts, players switch roles.

### 3. Challenges

- How many times can you hit your partner's ball before Recess ends?
- Move back 1 giant step after you hit your partner's ball 3x.

## Reflection Questions

- Do you think it is more difficult to kick the ball through a goal or to hit another ball? Why?
- What does it mean when we say follow directions?
- Why is it important to follow instructions when using equipment in an activity?