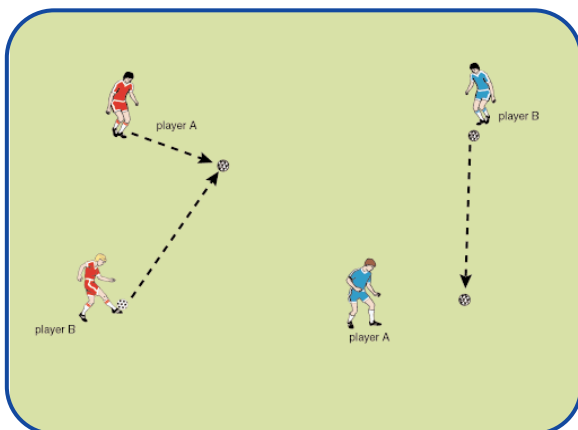


## Marbles



## Implications for the Game

### Technical

- Passing for accuracy
- Hitting a moving target
- Quickness of preparation and pass
- One touch passing

### Physical

- Cardiorespiratory endurance

### Tactical

- Decisions regarding type of pass
- Timing and pace of the pass

### Social/Psychological

- Positive interaction between two players
- Activity is self-motivating, providing immediate feedback of results
- Develops the tendency to follow the pass

## Activity Organization:

Players work in a large open space in pairs, with one ball per pair.

This is a passing game where players take turns trying to hit each others ball through passing.

Begin with one player playing his/her ball away 5-10 yards. The second player then attempts to pass his/her ball to hit their partners ball. For a hit, score one point. For a miss, the moment the passed ball moves completely past the other ball, that player's turn begins and they now try and hit their partners ball.

There is an advantage to immediately chasing your ball after passing so that in the event your partner misses, you can be right there to strike your ball. There is also a fairness component; should a player score a point and their ball is now only inches away from the other one, the player restarts the game with a new pass away from the area.

## Related Activities

- Edge of the World
- Golf
- Open and Close Gates