



Marble Madness

Cub Scouts · Elective · Bear rank

Name

Started

Completed

Marble Madness is all about playing and building with marbles. You'll sew a bag, learn marble words, play classic games, and build tracks and mazes. It's part game, part engineering.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/cub-scout-adventures/marble-madness/). Tips and examples are ideas, not extra requirements.

☐ 1 Make a marble bag

Tip: Use cloth and a drawstring, or an old sock, to make a bag for your marbles.

Example: Cut a circle of fabric, punch holes around the edge, and weave a shoelace through so it pulls closed. Or tie off the top of a clean old sock with a ribbon.

☐ 2 Learn five words used when talking about marbles

Tip: Ask a grandparent or look up marble words like shooter and mibs.

Example: Five marble words: a shooter is the bigger marble you flick, mibs are the marbles you aim at, a taw is another name for a shooter, knuckle down means keeping a knuckle on the ground, and lagging decides who goes first.

☐ 3 Play three different marble games

Tip: Play games like ringer or a target game with your den or family.

Example: Play Ringer: set 13 marbles in a cross inside a circle and take turns shooting to knock them out. Then try two other games, like Plums or Dropsies.

☐ **4** Build a marble racetrack that has two or more lanes

Tip: Use pool noodles cut in half or cardboard to build a two-lane track and race.

Example: Cut a pool noodle in half the long way to make two lanes, tape one end to a chair, and race marbles down. Change how steep it is and see which height is fastest.



☐ **5** Build a marble maze

Tip: Build a maze in a shoebox lid with straws or cardboard walls.

Example: Glue straws or cardboard strips inside a shoebox lid to make walls, cut a start and a finish hole, and tilt the box to roll the marble through. Add a dead end or two.

