PRET MET ALBASTERS / FUN WITH MARBLES

Bou die patroon:
Werk eenvoudige patrone met die albasters uit.
Teken die patrone op stukkies karton.
Kyk of jou kind die patrone kan bou met die albasters.

- Maak die speletjie moeiliker deur meer albasters by te voeg.
- Verbeter jou kind se geheue deur die kaartjie te flits en jou kind dan die patroon te laat bou.
- Maak die patroon drie-dimensioneel – in plaas daarvan om die albasters in 'n ry te pak, pak hulle bo en onder, links en regs.

Albaster bowling:
Sny gate in die onderkant van 'n ou skoenboks vir die albasters om deur te rol.
Merk die telling bo elke gat.
Dui aan waar die spelers hul albasters vanaf moet rol.
Maak beurte om albasters na die skoenboks te rol.
Indien 'n albaster deur 'n opening rol, kry die speler daardie aantal punte.

- Maak die openinge verskillende groottes. Nommer die openinge van 1-5 van groot na klein. Jou kind moet sy albaster eers deur die eerste opening rol voordat hy na die volgende nommer mag gaan.
- Skryf 'n nommer, letter, kleur of vorm bo elke opening. Vra jou kind om sy/haar albaster deur 'n spesifieke opening te rol.
  - Maak bogenoemde moeiliker deur jou kind te vra om sy/haar albaster deur die opening links van die "b" te rol, ens.

Albaster skildery:
Plaas 'n stuk papier in 'n leë ontbytpapboks (sny die bokant van die boks oop sodat jy 'n skinkbord het).
Sit 'n paar albasters in verskillende kleure verf en gebruik 'n teelepel om een albaster op 'n slag uit te tel en op die papier in die papboks te sit.
Wys jou kind hoe om die boks te lig sodat die albaster oor die papier rol tot al die verf af is.

- Probeer die papboks manipuleer om verskillende vomrs te maak: bv. 'n sirkel, reghoek, agt ens.
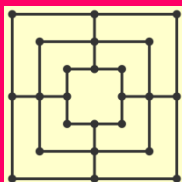
Albaster gooi:
Plaas 'n kolwyntjie pannetjie teen 'n muur of boeke sodat dit regop staan.
Plaas papier met nommers op in elke gaatjie.
Dui 'n plek aan vanwaar spelers hulle albasters moet gooi en maak beurte om te probeer om albasters in die gaatjies te gooi.
Albasters wat in 'n gaatjie land kry die hoeveelheid punte.
Spelers moet hulle eie telling hou en die eerste speler wat 'n sekere hoeveelheid punte het wen.

Merk die bord soos gewys en gee dan vir elke speler nege tellers van dieselfde kleur.
Die jongste speler begin en spelers maak beurte om hul albasters op die bord te pak (een op 'n slag).
Die albasters moet op een van die 24 sirkels gepak word wat die hoeke en kruislyne van

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Copy the pattern:
Work out some simple patterns with the marbles.
Copy the patterns onto pieces of cardboard.
See if your child can copy the marble pattern.

- Make this more challenging by adding more marbles.
- Improve your child's memory by flashing the card and then letting your child build the pattern.
- Make the pattern three-dimensional – instead of putting the marbles in a row, place them on top of each other as well as next to each other.

Marble bowls:
Cut arches out of the bottom of an old shoebox for the marbles to roll into.
Above each arch mark the score.
Mark a spot on the floor for the players to roll from.
Take turns rolling marbles towards the box.
If a marble goes through an arch, the player earns that number of points.

- Make the arches different sizes, number the arches 1-5 from the largest arch to the smallest. Your child has to roll the marble through the first arch before he can proceed to the next one.
- Above each arch write a different number, letter or shape. Ask your child to roll it through a specific arch.
  - Make this more difficult by asking your child to roll the marble through the arch to the left of the square etc.

Marble paintings:
Put a piece of paper into an empty cereal box (cut the top of the cereal box so that you have a tray).
Put a few marbles into different coloured paint and use a teaspoon to lift out one marble at a time and put it in the box on top of the paper.
Show your child how to lift the box to roll the paint-covered marble all around the box until all the paint has come off and made marble tracks all over the paper.
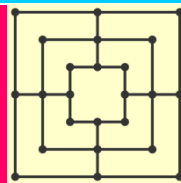
- Try to manipulate the box to make different shapes and patterns: e.g. square, circle, figure of eight, triangle etc.

Marble tossing
Place a muffin tin at an angle (rest it against a wall or some books) with numbered pieces of paper in each hole.
Mark a spot for the players to throw from and take turns trying to toss a marble into one of the holes in the muffin tin. Marbles that land in a hole score that number of points.
Players must add up their own scores and keep a running total. The first player to reach a designated score is the winner.

Mark out the board as shown then give each player nine marbles of the same colour.
The youngest player begins and players take it in turns to put their marbles on the board one at a time.
They must be placed on one of the 24 circles forming the corners and line intersections on

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die bord vorm.
Spelers probeer om drie van hulle albasters in 'n ry te kry terwyl hulle keer dat hulle opponent dieselfde doen.

- Speel kringetjies en kruisies met die albasters.

Basiese albasters:
Teken 'n sirkel met kryt op die sypaadjie. Die sirkel moet 30-45cm wyd wees.
Elke speler plaas dieselfde hoeveelheid albasters in die middel van die sirkel. Hou een albaster uit om mee te skiet.
Wanneer dit jou beurt is, gebruik jou skiet albaster om te probeer om die albasters uit die sirkel uit te skiet – jy moet van buite die sirkel af skiet. Hou aan skiet tot jy nie enige albasters uit die sirkel uit skiet nie. Los jou skiet albaster waar hy is, behalwe as hy uit die sirkel uit rol.
Die speler met die meeste albasters wen.

Kolskoot:
- Teken 'n 15cm sirkel op die sypaadjie.
- Elke speler plaas een albaster in die middel van die sirkel.
- Maak beurte om wydsbeen oor die sirkel te staan en 'n albaster in die sirkel in te laat val.
- Indien jou albaster enige albasters uit die sirkel uit stamp mag jy hulle hou. Los jou albaster elke ronde waar hy lê en gebruik 'n nuwe albaster vir die volgende rondte.
- Die speler met die meeste albasters wen.

Dubbel ring:
- Teken 'n 30-45cm sirkel op die sypaadjie met kryt.
- Teken 'n kleiner sirkel van 15cm binne in die groter sirkel.
- Plaas die albasters binne in die klein sirkel. Maak beurte om met jou skiet albaster van die buitenste sirkel af te probeer om die albasters uit die sirkel uit te skiet. Die albasters moet uit albei sirkels wees en jou skiet albaster moet in die buitenste sirkel wees aan die einde van jou beurt, anders moet jy al jou albasters weer terugsit in die binneste sirkel.
- Die speler met die meeste albasters aan die einde wen.

Piramied albasters:
- Teken 'n klein sirkel, omtrent 15cm in deursnee op die sypaadjie met kryt.
- Die eerste speler bou 'n piramide met sy albasters (drie albasters onder met 'n vierde wat bo-op rus).
- Die volgende speler probeer om die albasters uit die sirkel te skiet. Jy mag enige albasters wat jy uit die sirkel uitskiet hou.
- Wanneer jou beurt verby is bou jy 'n piramide vir die volgende speler.

Skiet gallery:
- Teken 'n lyn op die sypaadjie met jou kryt.
- Die eerste speler skiet 'n albaster oor die lyn.
- Die volgende speler probeer die albaster raakskiet. Indien jy die albaster raakskiet mag jy hom hou. As jy mis is dit die volgende speler se beurt en hy/sy mag enige van die albasters skiet.
- Die persoon met die meeste albasters aan die einde wen.

the board.
The players try to get three of their marbles in a line while stopping their opponents from doing the same thing.

- Play naughts and crosses with the marbles.

Basic marbles:
Draw a circle on the sidewalk with chalk. It should be about 30-45cm wide.
Each player put the same number of marbles in the circle, saving a shooter marble.
When it is your turn, use your shooter marble to try to knock the marbles out of the circle – you have to shoot from outside the circle. Continue to shoot until you don't knock any marbles out of the circle. Leave your shooter marble where it is, unless it rolled outside the circle.
After all the marbles have been knocked out of the circle, the player with the most marbles wins.

Bull's eye:
- Draw a 15cm circle on the sidewalk with chalk.
- Put one marble for each player in the center of the circle.
- Take turns standing over the circle and dropping a marble into it. You must drop the marble from eye level.
- If your marble knocks any others out of the ring, you get to keep them. After each turn, leave your marble where it is. Use a new marble for every turn.
- When all the marbles have been knocked out of the circle, count how many you have. The player with the most marbles wins.

Double ring:
- Draw a 30-45cm circle on the sidewalk with chalk.
- Draw another smaller circle inside that circle. The smaller circle should be about 15cm across.
- Place the marbles in the inner circle. Take turns shooting your shooting marble from the outer circle. You must knock the marbles out of both circles and your shooter marble must be in the outer circle at the end of your turn. Keep the marbles you successfully knock out. If your shooter marble ends up in the inner circle, put all the marbles you just knocked out of the circle back.
- The player with the most marbles at the end of the game wins.

Pyramid marbles:|
- Draw a small circle, about 15cm across, on the sidewalk with chalk.
- The first player builds a pyramid of marbles in the middle of the circle by placing three marbles nest to each other in a shape and balancing a fourth one on top.
- The next player shoots his/her shooter marble at the base of the pyramid. You get to keep any marbles that you shoot out of the circle.
- After your turn is over, set up the pyramid for the next player.
- The player with the most marbles wins.

Shooting gallery:
- Draw a line on the sidewalk with your chalk.
- The first player shoots one marble over the line.
- The next player tries to hit that marble. If you hit it, you get to keep it. If you don't, your marble stays where it is and the next player can shoot at either one of them.
- The player with the most marbles wins.

Plaas 'n plastiek glasie op 'n tafel/op die vloer. Plaas 'n albaster in 'n teelepel met die handvatself na die glasie gedraai. Probeer die albaster in die glasie skiet deur die lepel vinnig af druk.

Place a plastic cup on a table/on the floor. Place a marble in a teaspoon with the handle facing the cup. Try to catapult your marble into the cup by hitting down on the handle of the spoon.

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