

Language	All languages
Topic	Old games
Learners - Level	All levels



Old Marble Game – Mouse in a Cheese

Origin of the game : the presented game was played in Belgium during and after War World II

Adroitness game for children (6 years and more) and adults

Players: 2-10 players

Aims and objectives of the activity

Numeracy, concentration and adroitness improvement

What you need:

- a) a cardboard box with numbered holes
- b) 5 marbles / player
- c) Point cards for all players
- d) Pencils and eventually rubber

Objective of the game:

To obtain the highest score

Rules:

The “mouse house” cardboard box is placed against a wall or a door. Each player receives 5 marbles and a point card. A line is drawn opposite the box at a distance of 1 to 2,5 meters (depending from the player’s age).

To decide who is going to start the game you can use a counting-out rime e.g.

*Red, white, yellow, blue,
All out but you!*

Or

*One, two, three, four,
Jenny at the cottage door,
Eating cherries of a plate,
Five, six, seven, eight.*

The players have to try to let their 5 marbles wheel into the numbered holes of the “Mouse house”. They play 5 rounds of 5 throws each.

The player gets the number of points written above the hole through which the marble enters the “Mouse house” (1,2,3,4 or 5) and writes the points for each round and each throw in his/her point card. If the throw is bad and the marble doesn’t enter the goal, the player writes a “0”.

When a player managed to wheel all his/her 5 marbles in holes during a round, he/she gets extra 10 points as bonus.

When all players have played the 5 rounds, they count up their points, write the total of their own card, and give the card to the player on their left who verifies the addition.

The player with the highest score is the winner!

OLD MARBLE GAME		Mouse in a Cheese				
POINT CARD		Name:				
	1st throw	2nd throw	3rd throw	4th throw	5th throw	Total
Round 1						
Round 2						
Round 3						
Round 4						
Round 5						
Bonus 10 points						
Total						