

Learn to Play Jacks and Marbles

Jacks

Materials

- 5 jacks
- A small ball



How to Play

1. The first player prepares to start by throwing the five jacks on the ground and then picking up the ball.
 2. The player throws the ball up, picks up one jack with the same hand and then catches the ball before it hits the ground. The jack is then put into the other hand. This is repeated until all the jacks have been picked up.
 3. The player then throws the jacks back on the floor and starts again, but this time, two jacks must be picked up each time except for the third and final throw when, obviously, only one jack is picked up.
 4. The game continues with the player's next objective being to pick up three jacks at a time, then four jacks at a time, and finally, in the last round, all five jacks in one go before the ball is caught.
 5. When the player misses the ball or does not manage to pick up the requisite number of jacks, their turn immediately finishes and the next player has a try.
 6. The first player who manages to complete all five stages wins.
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Marbles

This game can be played outside or inside. If being played inside, a string can be used to form the circle.

Materials

- Marbles
- Chalk



How to Play

1. Draw a circle, about 3 feet across, with chalk.
2. Each player gets one of the larger marbles as their shooter or "taw".
3. Place 10 or 15 of the standard sized marbles in the center of the circle.
4. Players then kneel around the circle and take turns shooting their taw marble with the objective of knocking marbles out of the ring. To shoot your marble correctly, fold your thumb, pinkie, and ring finger into your palm. Roll your pointer finger around the marble, holding it against your thumb knuckle. When you're ready to shoot, flick your thumb out.
5. Grab any marbles you knock out and place them in a pile. If you don't knock any marbles out, you must leave your taw marble in the circle as you will be shooting it from within the ring on your next turn.
6. If you knock another player's taw marble out of the circle, they are automatically out of the game.
7. The game ends for all players once all the marbles have been knocked out of the circle. The winner is declared based on who has knocked the most marbles out of the circle.