# Marble Tracks

"Marble Tracks" is a problem-solving activity that is suited well to a class-size group or multiple smaller groups.

## Materials

- 1. You will need one "Marble Track or Ramp" for each student. I use two different materials for this depending on the group.
  - a. Older students: Plastic molding is corner molding that can be found at a home improvement/hardware store like Home Depot. It is easy to cut and works well for marble ramps for older students.
  - b. Younger students: Foam ramps are made of foam pipe insulation that can also be found at home improvement/hardware stores like Home Depot. It usually comes in four foot pieces and can be split in two with a scissors and cut into sections of the desired length(s).
- 2. One marble for each group.

#### Procedure

After reviewing safety rules (marble tracks are not weapons/swords and they are to be held still at your side until the directions have been given), tell the students that they are to get a marble from one designated point to another with the following parameters:

- The marble may only touch a marble track during the process.
- When the marble is in contact with your track, your feet may not move.
- The marble may touch only one marble track at a time.
- When the marble is in contact with your track, you may not let go of your track.
- If the marble touches anything besides a marble track (fingers, clothing, furniture, wall, floor, nose, etc) it must start over at the beginning point.

## Other Considerations

You may have your entire class act as one group moving one marble from Point A to Point B. However, participation will be much greater if you divide the class into groups giving each group their own marble and goal.

## Debrief

- I usually use the typical What, So What, Now What format.
- This can be a good activity to discuss roles people play in a group and how that affects the group.
- I never specifically tell groups that they are competing with each other, but that is often what happens. Debriefing that can be interesting and telling.