

## MARBLE RUN

### OBJECTIVES

- Foster curiosity\*
- Introduce students to trial and error\*
- Logical problem solving skills\*
- Practice fine motor skills
- Introduce students to gravity and physics\*
- Encourage creative play and problem solving

\*Indicates STEM and/or Common Core objectives

### GRADES

PreK-3

### ESTIMATED TIME

Flexible

### MATERIALS NEEDED

- [Marble Run Set](#)



### SETTING THE STAGE

Show students how the pieces fit together and set up a quick run to demonstrate how the marble can move through all the pieces.

Depending on your students' skill sets, you may want to demonstrate how to build a base for a sturdier marble run.

### PROCEDURE

Give students Marble Run Sets and let them use their imagination to build marble runs and test how the marble rolls through their contraptions.

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## MARBLE RUN

### PROCEDURE

You can guide students to try to challenge themselves. Here are some suggestions:

- Build the highest run they can
- Build a run that the marble stays in longer than their current run
- Have the marble land in the Whirly Gig off of the Marble Jump

### FOLLOW UP

Interact with students as they are building. Help them through places they are stuck. Encourage them to try new things and see what happens.