

**TITLE**

Biglie o tappi



**TITLE IN ENGLISH**

Marbles

**OTHER COUNTRIES WHERE THE GAME WAS/IS PLAYED**

Italy, Poland (Bąk), Spain (Trompo in Canary Islands, Peonza in Spain ), Portugal (Pião)

**ORIGIN:**

The universal game of marbles or balls was carried out at one time with terracotta balls, often colored with bright colors, some children built them themselves by putting the clay in the oven at home. From the 18th century until the 20th century, Germany was the world center of the marbles industry, originally they were made of marble, as indicated by the English name marble.

They were already known in Egypt and Rome, before the Christian era. The game of marbles has iconographic evidence in ancient times and in various cultures. However, the most fortunate period of this game practiced by adults and children dates back to Victorian England. For us this game is considered more an activity for children than for adults. In the 1950s in the US, 31 rules were developed for this game in technical and specialist jargon. Brochures that have also spread to England and Italy sold together with marbles.

**MINIMUM NUMBER OF PARTICIPANTS**

2

**MAXIMUM NUMBER OF PARTICIPANTS**

20+

**MATERIAL AND BUILDING INSTRUCTIONS**

Marbles.

**SETTING:**

Outdoor.

**DESCRIPTION OF THE GAME:**

Before playing, depending on the game, the players create holes, circles or the path for the race.

**RULES:**

There are several games that can be played with marbles:

- All players place a marble in the circle to form a pile. Each player takes turns standing next to the pile and drops another marble onto it. If it hits the target with the hit and the marbles of the pile move, the player who shot takes them. The winner is one who has collected more marbles when only one final ball remains in the pile;
- Marbles in pursuit: in this variant a starting line is drawn on the ground or sand. From this line the first player rolls his ball. The second pulls in turn trying to hit the opponent's ball. If he succeeds, he takes the first player's ball, and takes his own. So in succession each player will try to hit the marbles on the track thrown by their opponents to take possession of them. If there are no more marbles on

**RULES:**

the ground, whoever is in turn throws his own as if he were the first to start the game. The game continues until there are no more marbles.

- Pebble hole: Several holes are dug on the ground. Each player has a defined number of marbles available. The total is distributed in the holes, in calculated and stored quantities. In turn, each one pulls a marble towards the holes, staying on the starting line which is traced at a certain distance from the holes. If the player manages to get the marble into the hole, take the marbles that are in it, and resume his. If this does not happen you lose the marble that will be placed in the hole where it is closest. Whoever accumulates more marbles wins.

- The players create a path to trace on the sand, deciding whether to complicate it with curves, climbs and descents or leave it simple. The first player starts by throwing his own ball (better if made of plastic), the second player does the same trying to reach the first ball and so on for all the players in a chase race. The first to reach the finish line wins.

**LEARNING OUTCOMES | COMPETENCES TO BE DEVELOPED THROUGH THE GAME:**

Psychomotor abilities: body coordination, agility, balance, speed, spacial perception, aim., hand-eye coordination.

Social skills: Social interaction, communication, cooperation.

Intellectual abilities: Strategy, decision making, problem solving. concentrarion.

**ILLUSTRATION:**

Illustration by Hubert Wencel