

Tops

Great practice for spinning thread used in weaving cloth

Take turns spinning the tops.

Count how long your top spins.

Cats Cradle

Hub-Hub-Hub

- Sit in a close circle on the grass.
- The first person gently taps the basket 3 times on the grass, causing the tokens to bounce. The others chant "Hub-Hub-Hub" with each bounce.
- If the tokens fly out of the basket, the person loses their turn.
- After each turn, tally and remember the score:
 - "+" = 1 point
 - "-" = -1 point (a negative point)
- Pass the basket to the next person in the circle.
- The person with the highest score wins.
- To break a tie, the tied players "hub-hub-hub" the basket again.

Marbles

- From outside the circle, use a **Shooter Marble** (large marble) to bump **or** knock a small marble out of the circle.
- Take aim by placing your hand on the ground and flicking the shooter marble with your thumb and first finger.
- The player who can knock the most marbles out of the circle wins.
- Return all marbles to the basket for the next group.

Bob-A-Needle

Form a circle, standing, facing inward, shoulders together.

One person is in the center.

Clap hands, chant "Bob-A-Needle" and pass the bobbin behind your back.

When the chanting stops, the person in the center guesses who has the Bob-A-Needle.