



Activity 1 of 9

Remember the story

1. What is Mordechai's best marble?

2. What do the boys call the two sets of rules?

3. Who suggests trying both ways?

4. What does Mordechai give Yisroel?



Activity 2 of 9

Fact or guess? (circle one)

1. Mordechai keeps his marbles in a velvet sack. Fact / Guess
2. Yisroel wants to cheat. Fact / Guess
3. The rules are written on cardboard and nailed to a stake. Fact / Guess
4. Twelve boys play by the end of the week. Fact / Guess



Activity 3 of 9

Think and write

1. What does Shimmy do to help the boys stop arguing?

2. When have you disagreed about rules?

3. How can you make a game feel fair for everyone?

Activity 4 of 9

Word search (find all 6)

Words: MARBLES, CIRCLE, RULES, SHOOTER, FAIR, GAME

W	B	W	G	F	K	Y	O	E	A	G
J	E	C	I	R	C	L	E	T	I	O
A	E	A	R	U	L	E	S	U	J	R
R	F	R	C	B	T	Y	J	U	S	I
M	H	Y	B	R	P	V	S	E	H	A
J	M	A	R	B	L	E	S	M	O	F
U	G	B	V	Y	W	N	E	A	O	F
W	U	S	T	E	R	V	Y	G	T	W
A	B	B	W	Y	P	I	D	R	E	E
B	I	Y	E	T	T	Y	D	M	R	H
G	T	D	K	E	S	E	S	D	H	N



Activity 5 of 9

Scrambled words (from the story)

1. LARBMES = _____

2. RCCIEL = _____

3. HROTSOE = _____

4. DRRAACOB = _____

5. VEVTEL = _____



Activity 6 of 9

Say it out loud

Practice each line in a calm, steady voice:

"Let's try both and see."

"How about we vote?"

"I want it to be fair for everyone."



Activity 7 of 9

My chart

My Fair Rules Chart

#	The game	The problem	Our rule
Game 1			
Game 2			
Game 3			



Activity 8 of 9

Draw it

Draw the dirt circle with red, blue and green marbles and the cardboard rules sign.

A large, empty rectangular box with a thin black border, intended for the student to draw the dirt circle, marbles, and the cardboard rules sign.



Activity 9 of 9

Answers

Remember the story:

1. A big green swirly cat's eye
2. Easy Rules and Expert Rules
3. Shimmy
4. The green cat's eye marble

Fact or guess: 1 Fact; 2 Guess; 3 Fact; 4 Fact

Scrambled words: MARBLES, CIRCLE, SHOOTER, CARDBOARD, VELVET

Think and write: answers will vary; talk them over together.