

Bible Story Mary's Journey to Bethlehem
Luke 2:1-20

## Castle Callout

Armor Up with Peace!

## Materials

${ }^{[90]}$ standard size marbles
${ }^{[6]}$ large (shooter) marbles
[90] markers or crayons
${ }^{\square} \mathrm{T}$ large pieces of paper: newsprint, oversized construction paper, chart paper, or similar [价 straws

## (a) Teacher Tip

 Using rougher paper, such as construction paper, with thick crayon lines will make the task easier, so you may want to use these with younger groups. Additionally, fewer turns will make the task easier for the youngest Knights. Paper straws will work fine for this activity and can be recycled after use.
## Safety Tips

Instruct Knights to tie knots in their straws when they are done, to avoid others accidental reusing their straws.

## Experiment 2

## Marble Maze

## I. Preparation

Practice controlling a marble by blowing it through the maze. You may wish to have a partner (a Knight or another Castle Guide) work with you. You may find that quick, short bursts of air work best. Be prepared to stop the marble with another burst before it escapes the path!

## II. Introduction

Say Something Like: In today's story, Mary had to go on a long journey to reach Bethlehem. We're going to send some marbles on a journey across our tables.

Ask: (Show students a marble) What are some ways we could make this marble roll? What are some ways we could roll it without touching it?

Ask: Once the marble is rolling, how could we keep it from rolling off the table?

## III. Experiment

Step 1. Draw a path on a large piece of paper. Explain to the Knights that the paths should have three turns and stay about 6 inches ( 18 cm ) wide throughout. Turns at right angles ( 90 degrees) will be easiest to navigate.

Step 2. Use straws to blow the marble through the maze (alone or with your partner). If the marble escapes the path, start over!

Step 3. Divide your Knights into teams of 2 to 4 and invite them to draw their own paths. Give each team a standard marble and each Knight a straw.

Step 4. Have teams practice until they can get their marble all the way through the path without it escaping.

Step 5. Give each team the larger, heavier marble. Have them attempt to move this marble through the path. How is the experience different when they have a heavier marble?

Steps 1


Step 2


