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AMITEI IVRIT

דֵּק-שׁוֹנָאָרִי

DECK-TIONARY

A series of card games utilizing camp related Hebrew.

GOALS:

To reinforce your chosen Hebrew words and introduce additional Hebrew words for daily use, all while having fun with the cards.

על הראש | *Al HaRosh* (Heads Up)

Age Ranges: 7+

Without looking at it, a participant holds a card face out on his or her forehead. The group gives clues to the word. When a participant guesses the correct word, they keep the card. Each participant gets 30 seconds to get as many cards as possible. {For beginners, allow them to spend a few minutes looking through the cards to see their meanings before starting the game.}

משפטים מצחיקים | *Mishpatim Matzchikim* (Silly Sentences)

Age Ranges: 7+

Deal out 5-7 cards per participant. Have each person try to come up with the longest sentence possible, even if it doesn't make perfect grammatical sense! Option: Divide into teams and do this in groups.

מדליבס | *Madlibs*

Age Ranges: 7+

Head to the [iCenter's webpage](#) and download an Israel Madlibs page, or make up your own story. Have your participants use the words from the Deck-tionary to fill in responses!

תַּפּוּחִים לְתַפּוּחִים | *Tapuchim L'Tapuchim* (Apples to Apples)

Age Ranges: 7+

Instructions:

1. Divide the Deck-tionary into the piles of suits. For this game, use the descriptor and noun cards.
2. Designate two participants to serve as judges and give them the pile of descriptor cards.
3. Divide the rest of the participants into 2 or 3 teams, and give each team an equal number of noun cards (6 cards or 4 cards).
4. The judges read the descriptor from one of their cards. Each team has to choose one of their noun cards that they think best fits the descriptor. They have to come up with 1-3 reasons (depending on the age of the group) why their noun should be chosen. The nouns and descriptors should all be read in Hebrew and in translation.
5. The judges hear each pair, then choose a winner. The winning team can then become the next judges.
6. Continue play until each team has had a turn to be a judge or the allotted time runs out!

זִיכָרוֹן | *Zikaron* (Memory)

Age Ranges: 5+

You need 2 sets of cards for this game. Place both sets face down on the floor. Participants take turns in turning over 2 cards (saying the cards aloud). If the cards match then the participant keeps the cards. If the cards are different, turn the cards back over again in their original places. The participant with the most pairs at the end of the game is the winner.

פנטומימה | *Pantomima* (Charades)

Age Ranges: 8+

Have a participant come to the front and Fellow shows a card or whispers a word to that participant. The participant then acts out that word to the rest of the class and the first person to guess what it is can be the next player. This works very well with action words. The words need to be guessed in Hebrew. If the group doesn't know enough Hebrew, the player can give hints that "rhyme with" or "sounds like".
Variation: divide the group up into teams – the first participant to guess wins a point for their team.

לצייר מילה | *Letzayer Mila* (Pictionary)

Age Ranges: 8+

Pick a participant and show him/her a card picture or whisper the word into his/her ear. The participant draws the picture on the board and the first person in the group to guess the picture gets to draw the next picture. The answer needs to be said in Hebrew! This can also be played in teams with a point system.

על הגב | *Al HaGav* (Back Off)

Age Ranges: 8+

Tape or use clothespins to attach cards from the Deck-tionary to each participant's back. Define clear boundaries for the game, and give out some rules:

- participants cannot stand still
- participants cannot put their backs against a tree a wall or other object
- No touching each other!

Once the Fellow says "Go!", all participants must try to discover the other participants' hidden cards without letting anyone see theirs. When a participant sees someone's card, and shouts out the word in English and Hebrew, the participant whose card was discovered is out. The last participant who manages to keep their word hidden, is the winner.

סל דברים | *Sal Devarim* (A Bucketful of Stuff)

Age Ranges: 5+

This is a great game to play to teach new words.

Prepare two boxes, or buckets, or even inside two bags or pillowcase containing the same types of items. You should have typical items from the deck-tionary list that can be found in your space: shofar, lulav, etrog, Kiddush cup, mezuzah, candle, Siddur, milk, honey, etc. The items don't need to look exactly the same, as long as you have similar objects for each group. (Tip: You can also put in objects that really don't have anything to do with anything that you have around, to muddle their options and make the game more exciting.)

Split the group into two teams. Give each one a bag of items. The Fellow pretends to be very sad, and the only way to make her/him stop crying is to bring you specific items requested from the bags (or buckets or pillowcase). You describe the item and its uses all in Hebrew. You act it out and gesture about the item. With

beginners, you're going to be more upfront with your clues. Give them clear hints as to what you need. If you need a comb, gesture appropriately. (For advanced language learners, you can be less obvious. You can say, "I need something to make me look beautiful.") The team who first brings you the correct item gets the point.

You're really helping the participants hone their linguistic deduction skills, negotiating meaning from the clues given. (We all know learning a new language involves a little bit of guessing!) And as long as you don't make a big deal out of their mistakes and you encourage the group to keep looking inside the box, the participants will see that making mistakes is part of the game and part of learning.

בינגו | BINGO

Age Ranges: 8+

Use the bingo cards at this link and print out as many as you need for your group (perhaps even 2 per participant!)

- <https://myfreebingocards.com/bingo-card-generator/free/zuqfsau>
(print bingo cards with Hebrew + transliteration only)

The Deck-tionary cards will serve as your call list - pull a card out from the deck, and read it out.