

עברית
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ANITEI IVRIT

לזוז בעברית

LAZUZ B'IVRIT

(MOVE IN HEBREW)

Physical games based around the concepts of Total Physical Response (TPR). TPR is a method of teaching language or vocabulary concepts by using physical movement to react to verbal input. Hebrew Playbook words to reinforce vocabulary.

GOALS:

Reinforce internalizing Hebrew words by adding movements.

פנטומימה | *Pantomima* (Charades)

Age Ranges: 8+

This game should have only two teams, no matter the size of the group. The game should only take 10 to 15 minutes. Hold up a word or phrase for one team to read without showing the other. When the first team correctly reads the word or phrase, the other team will have to act it out. You can award a point for the team correctly reading and another for the team correctly acting it out. You can also reverse the activity by playing charades and having the opposing team guess the action.

פלוֹנְטֵר | *Plonter* (Twister)

Age Ranges: 5+

Use anything from colors and shapes to words and phrases placed on the floor (or use laminated versions and tape them to the floor so they don't slide around). Make multiples so every participant has an opportunity when playing. You or a chosen participant calls out the word/color/shape/etc. in Hebrew and the group rushes to step on or place a hand on that card stuck to the floor. You can also show a color or shape and have the participants find the matching word on the floor.

איִקּוּס עִיגוּל בְּרִיצָה | *Ex B'Eegul B'Ritza* (Run Tic Tac Toe)

Age Ranges: 8+

Create a massive tic tac toe board on a wall. Have X's and O's ready that will stick to the surface. Divide the group into two teams. At each turn, ask one team to act out a word that you give them in Hebrew (examples could be: emotions, verbs such as running, sitting, standing, jumping, etc.). If they are right, their team sends someone to place an X or O on the board. If they are wrong, the other team gets to place the X or O. Keep going until you have a winner!

פִּירָאטִים | *Peeratim* (Pirate Ship)

Age Ranges: 5+

Start by demonstrating all the commands and their respective actions. The captain will call out commands and the participants will have to follow the command by doing the action. Do the wrong action for that command, and you are out!

- מְפָקֵד *Mefaked* (Captain) - Players Salute
- הַמְפָקֵד מְגִיעַ *HaMefaked Magee'a* (Captain is Coming) - Players salute and say "Aye Aye HaMefaked"
- יְמִינָה *Yameena* (Right) - All players run to the right side of the playing space
- שְׂמאלָה *Smola* (Left) - All players run to the left side of the playing space
- כָּלֵם לְשֹׁכֵב *Kulam Leeshkav* (Hit the Deck) - All players hit the deck by laying on the ground
- קְדִימָה *Kadima* (Forward) - All players crawl forward
- אַחֲרָה *Achora* (Backward) - All players crawl backward
- חֵט *Chet* (Chet) - All players create a squared-off U Shape facing the commander
- לֶךְ עַל הַקֶּרֶשׁ *Lech Al HaKeresh* (Walk the Plank) - All players walk one foot in front of the other in a straight line
- Create your own!

החללית ממריאה | *HaChallalit Mamria* (The Spaceship is Taking Off)

Age Ranges: 5+

This quick game reinforces numbers or other Hebrew words. Tell the group that the “spaceship is taking off” but they can get a spot if they get in groups in the correct numbers.

- Tell participants to get in groups of שש shesh (six) or ארבע arba (four) or whatever numbers you choose. Any campers that are left out of the “spaceship”, have to “wait on land” but can try again in the next round.
- Switch it up by giving instructions to get in groups based on other criteria - everyone who is wearing something אדום adom (red) or another color
- In another round, the players can be saved when they all follow instructions, for example “The spaceship is about to take off!!! Everybody, לקפץ שלוש פעמים, *leekfotz shalosh paameem!* (jump three times) ”