עברית עברית
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מְשַׂחֲקֵי שֻׁלְחָן

Mischakei Schulhan
TABLE TOP GAMES

GOALS:

There is often downtime during meals or breaks
when participants are seated at tables.
These games can be played to fill that time.

Note: This is an outline of all the games to be used as a Facilitator's Guide.
Reach out to info@hebrewatthecenter.org for a version that can be displayed
in your space.

Hebrew at the Center Tabletop Games for Informal Education

Name of Game	Hebrew Name	Instructions	Hebrew Words	Transliteration and Translation
Going on a picnic	יוֹצְאִים לְפִּיקְנִיק	Starting with Alef א (A): Go around the table, the first person needs to come up with an item to bring on a picnic beginning with the sound of the letter alef (or Hebrew words that begin with the letter alef!). The second player comes up with a word that begins with bet. Move on to the next person using the next letter, until you get to the end of the alphabet. **Make it more challenging:** Each player must remember and repeat all the previous words.	א ב ג ד ה ו ז ח ט י כ ל מ נ ס ע פ צ ק ר ש ת	A B G D H V Z CH T Y K L M N S A P TZ K R SH T
What's Missing	מָה חָסַר	Teach any of the following words of items that can be easily found in your space and placed on a table: עִפָּרוֹן *iparon* Pencil, עֵט *et* Pen, מַחְבֶּרֶת *machberet* Notebook, מַדְגֵּשׁ *madgesh* Marker, עִפָּרוֹן צִבְעוֹנִי *iparon tzivoni* Crayon, בַּקְבּוּק מַיִם *bakbuk mayim* Water Bottle, גִּיר *gir* Chalk, מָחַק *machak* Eraser, מַטְבֵּעַ *matbe'a* Coin, כּוֹבַע *kova* Hat, כַּף *kaf* Spoon, מַזְלֵג *mazleg* Fork, סַכִּין *sakeen* Knife, מַפִּית *mapeet* Napkin. One person closes their eyes, everyone else removes one item. The guesser has to figure out what's missing from the tabletop. **Alternate option**: play in pairs!	עִפָּרוֹן, עֵט, מְחַבֶּרֶת, מַרְקֵר, עִפָּרוֹן צִבְעוֹנִי, בַּקְבּוּק מַיִם, גִּיר, מָחַק, מַטְבֵּעַ, כּוֹבַע, כַּף, מַזְלֵג, סַכִּין	*Iparon (pencil), Et (pen), Machberet (notebook),ᵒ Madgesh (marker), Iparon Tzivoni (crayon), Bakbuk Mayim (water bottle), Gir (chalk), Machak (eraser), coin (matbe'a), hat (kova), spoon (kaf), fork (mazleg), knife (sakeen), napkin (mapeet)*
Broken Telephone	טֶלֶפוֹן שָׁבוּר	Madrich whispers any Hebrew word and its translation to the first person; each person, in turn, whispers it to the next until the last says it out loud. See if the last person shares the same word the group began with!	Feel free to use cards from the deck-tionary for inspiration.	Feel free to use cards from the deck-tionary for inspiration.

Game	Hebrew	Instructions		Key Words
Create a Story	סִפּוּר	Here are a few animals in Hebrew. Create a story by taking turns adding sentences. Each person has to add a sentence to the story, including an animal in Hebrew as you go around the group. Bonus points if you make fun sounds for the animal every time you say its name.		*Kelev* (dog), *Chatul* (cat), *Para* (cow), *Shafan* (rabbit), *Tzav* (turtle), *Tarnegolet* (rooster) כֶּלֶב, חָתוּל, פָּרָה, שָׁפָן, צָב, תַּרְנְגֹלֶת
I Spy	מָה אֲנִי רוֹאֶה	Choose a color in Hebrew. Use the colors to play I Spy! Say "ani roa (feminine) or ani roeh (masculine) mashehu adom!" אֲדֹם מַשֶׁהוּ רוֹאֶה אֲנִי		*Adom* (red), Tzahov (yellow), *Kachol* (blue), *Yarok* (green), *Shachor* (black), *Katom* (orange) אָדֹם, צָהֹב, כָּחֹל, יָרֹק, שָׁחֹר, כָּתֹם
Af Pa'am Lo	אַף פַּעַם לֹא	Never Have I Ever - all players start with five fingers up. The first player says אַף פַּעַם לֹא "Af Pam Lo" (never have I ever) and says something they have never done, for example, "eaten frogs legs"; any player that has actually done that action, put a finger down. Keep going until one player puts all their fingers down. Reminder: please keep all sentences PG and camp/school appropriate!		*Af Pa'am Lo* (Never have I ever) אַף פַּעַם לֹא
Tzipor, Chaya, Dag	צִפּוֹר חַיָּה דָּג	Teach the words: צִפּוֹר *Tzipor* Bird; חַיָּה *Chaya* Animal; דָּג *Dag* Fish. Madrich/a chooses a category (example - צִפּוֹר *Tzipor*) and the campers go around and each player must come up with a different example of that type of animal until someone is "out".		*Tzipor* (bird), *Chaya* (animal), *Dag* (fish) צִפּוֹר חַיָּה דָּג
Eem L'Savta Hayu Galgalim	אֵם לְסָבְתָא הָיוּ גַּלְגַּלִים	The "it" participant can **only** say אִם הָיוּ גַּלְגַּלִים לְסָבְתָא "eem l'savta hayu galgalim" (if grandma had wheels); Other campers must say something to try and get the its player to laugh; once the "it" camper is out, a new camper becomes "it"		eem l'savta hayu galgalim (if Savta had wheels) אֵם לְסָבְתָא הָיוּ גַּלְגַּלִים
Even Niyar Misparyim	אֶבֶן נְיָר מִסְפָּרַיִם	Rock (even) אֶבֶן Paper (Niyar) נְיָר Scissors (Misparayim) מִסְפָּרַיִם, but in Hebrew!		*Eh-ven* (rock) *Niyar* (paper) *Misparayim* (scissors) אֶבֶן נְיָר מִסְפָּרַיִם
Ha Melech/ Malka Amar/ Amra	הַמֶּלֶךְ אָמַר הַמַּלְכָּה אָמְרָה	Play Simon Says, but replace the words "Simon Says", with "*HaMelech Amar*" הַמֶּלֶךְ אָמַר (The King Said) or "*HaMalka Amra*" אָמְרָה הַמַּלְכָּה (The Queen Said)		*HaMelech Amar* (The King says) הַמֶּלֶךְ אָמַר *HaMalka Amra* הַמַּלְכָּה אָמְרָה

				(The Queen Says)
Zip/Zap	זיפ זאפ	"Choose one person to begin. That person is "it". "It" can say either "Zip" or "Zap" and counts to five and then calls on someone. If "it" says "zip" then the player says "יָמִינָה yamina" (right) and the name of the person to their right and if "it" says 'zap" the player says "שְׂמֹאלָה Smola" (left) and the name of the person to their left.		*Yamina* (right) *Smola* (left) יָמִינָה שְׂמֹאלָה
Who is He?	מִי הוּא ?	Tell a story or engage in your regular conversation but switch all of your pronouns to Hebrew. (I.e. מִי gave the spoons to Sophie? אֲנִי gave the spoons to Sophie and הִיא passed it to Ben and הוּא passed it to Miriam. מִי passed it to Miriam? הוּא passed it to Miriam.)		*Ani is* me, *Me is* who, *Who is* he, *He is* she אֲנִי, מִי, הוּא, הִיא
Who is looking in the mirror?	מִי מִסְתַּכֵּל בַּמַּרְאָה ?	One person leaves the room or goes out of earshot/sight. Collectively, the rest of the group decides on a person who is "looking in the mirror" and who are the reflections. When the person comes back, everyone is following the movements of the person looking in the mirror. The guesser has to figure out who is the leader of the movements. Once the person is guessed, a new person can leave the room and a new leader is chosen. (This game used to be called Indian Chief.)		*Mi Mistakel Ba-marah* (who is looking in the mirror?) מִי מִסְתַּכֵּל בַּמַּרְאָה ?
How do you feel?	אֵיךְ אַתם מַרְגִישים ?	Going around the group, each player says to the person to their right אֵיךְ אַתָ/ה מַרְגִיש ה/אַת? *Eich at/a margish/a* (how do you feel?) The player makes a face and the person that asked has to guess the emotion. When they get it right, the person that made the face turns to the next person to ask them and guess their emotion. . Alternatively: play in teams. One person on the team asks their teammate, אֵיךְ אַתָ/ה מַרְגִיש ה/אַת? *Eich at/a margish/a* (how do you feel?). The person has 10 seconds to make as many		*Eich Ani margish/a* (how do i feel) אֵיךְ אֲנִי מַרְגִיש/ה ?

		faces/emotions as they can while their teammates call out guesses. Afterwards, the next team goes.. Bonus points for naming the feeling in Hebrew.		
Frozen!	מֻקְפָּא	Start with everyone singing Let It Go from Frozen. Then the leader says *L'hakpee* לְהַקְפִּיא (freeze) and all participants must freeze exactly as they are until the leader says *Yalla* יַאלְלָה (let's go). Players who move while they are meant to be frozen are "out".	לְהַקְפִּיא יַאלְלָה	*Lehakpi* (freeze) *Yalla* (let's go)