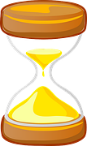
**How to Play Name 3**

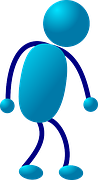
1. **Special spaces:**
2. Take turns – If a player (or team) lands on this space, they name 1 item on the card. Then the opponent names one, and they continue alternating until they can't think of any more answers. If there are more players, each takes a turn.

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1. You have 15 more seconds – The player (or team) that lands on this space gets an extra 15 seconds.

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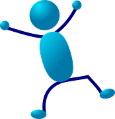
1. You lose a turn – The other player/s (or team/s) gets another turn.



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1. One answer from the other team – When a player (or team) lands on this space, they name 3 and then the other player (or team) has to add one more answer. If there is more than one other player, whoever's turn is next must provide the additional answer. If they can't, they lose their turn.

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1. You get an extra turn – The player (or team) that lands on this space gets an extra turn.

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1. Wild card – The player (or team) that lands on this space can choose up to 3 cards and then choose which to answer.

**WILD**

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| --- | --- |
| Purpose of the game: | Vocabulary and speaking practice |
| Number of players | 2-8 |
| Object: | Naming items on the cards |
| How to win: | Be first to reach the end |

What you need for the game:

The board, the cards, one die and any kind of timer (sand, watch with second hand, etc.).

How to play:

Each player or team rolls the die to see who's first. Then each one takes a turn by picking up a card. He/they answer by naming the 3 items on the card within the time frame decided upon by the teacher. (We recommend 30 seconds to keep the game moving and interesting). If they succeed, they roll the die and move forward according to the die. If they land on a special space, they act according to the instructions above.

Notes to the teacher:

1. We recommend laminating the cards when possible.
2. You can change/adjust the game in any way that can benefit your class.

* You can change or delete the time element.
* You can use only the cards that are on your class' level.
* You can make your own cards based on something the class has learned. Just make sure there are enough cards to get to the end of the game.
* You can tell the students that they can name less 3 items.
* You can tell the students that they can name more items and move forward extra spaces.

1. The color coding:

There are 98 red cards. These are basic questions, generally asking for simple vocabulary, e.g. Name 3 orange things.

There are 47 green cards. These cards also require listing things, but a bit more difficult, perhaps requiring HOTS, e.g. Name 3 things used to make a fire.

There are 34 blue cards. The questions are about Jewish life, e.g. Name 3 *mitzvot* that can only be done in Israel. This requires more knowledge and vocabulary.

There are 25 orange cards. These require HOTS and possibly a more sophisticated vocabulary, e.g. Name 3 things that are hard to do.

The teacher doesn't have to print the cards in color, but if s/he wants to sort them, the color coding makes it easier.

The sky's the limit! Be creative to get maximum use out of the game!