



Hebrew Memory: Tools and Games

Submitted by: *Sarah Pew*

Subject Area: Hebrew

Target Age Group: Any

Lesson Objective: This memory game is a very useful tool:

- (1) To get the students to practice writing Hebrew
- (2) To have the students discover their own way to connect with the Hebrew vocabulary
- (3) To have long term flash cards/ memory cards to use for review and games

Materials Needed:

- Construction paper (to make the cards) - it's a good idea to have each child pick a different color of construction paper, so when the game is played cards do not get mixed up.
- Scissors
- Pencils - make sure the students write the Hebrew words in pencil first, check to make sure they are written correctly and then they can be written in marker!!!
- Markers/crayons
- List of Hebrew words
- Rubber bands – to keep the cards separate after each lesson

Procedure:

1. Determine what words will be used for this session of memory (making memory cards)
2. Have the students pick their construction paper
3. Fold the paper into 8ths
4. On the bottom right corner of each square have the students write their Hebrew name (small) to identify the cards if they get mixed together
5. Write four Hebrew words down the right hand side of the paper (one in each square) - make sure you check the student's Hebrew before continuing



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6. Draw pictures (or words) that match each of the Hebrew words down the left hand side of the paper (one in each square) - another check point – make sure the definitions are correct!
7. Repeat steps 2 and 5 until all desired Hebrew words have been recorded
8. Color if desired
9. Cut each piece of paper along the folded lines
10. Form pairs and begin playing.
11. At the end of class – collect all the cards and band them into separate piles. These cards can be used multiple times and can be added to when there are new vocabulary words to be learned.

MEMORY RULES:

1. Determine if one or both “decks” will be used
2. Turn all cards face down in between both players
3. Taking turns each player turns over two cards trying to find a match. Have the students put away their word lists/ close their books while playing. Although playing against one another, each pair works as a team to determine if the face up cards are a match.
4. If a match is chosen, that player takes the cards and gets to go again. If not, the other player gets a turn.
5. Game continues until all matches are found.
6. Winner is the player with the most matches in his/her possession

Additions:

(Some things that can make the game more fun/ challenging/ exciting/ useful)

- The students must always read the Hebrew when they turn over a card
- The students must know what the word means before trying to find its pair
- Tournaments can be played
- Multi-deck memory can be played
- “neutral decks” can be used... neither of the players made the deck that is used.



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