

Hebrew Spoons (Kapiyot) **Sarah Pew**

Subject Area: Hebrew

Single/Multi-unit lesson plan tools / games

Target Age: middle school and older

Objectives: - reading practice

Vocabulary review

Increase comfort with conversational Hebrew vocabulary*

*This game can also be used for prayer Hebrew, but since many of the prayer Hebrew words are not nouns, and since this is geared toward children that are past bar/bat mitzvah age, conversational Hebrew words and probably more useful.

Lesson Plan:

Spoons is a popular card game. In this Hebrew version – a different deck of cards is used. The deck consists of multiple sets of books (4 matching cards). Each book contains: (1) a card with a picture (2) a card with the name of the picture in English (3) a card with the name of the picture in Hebrew (4) a card with the transliteration of the Hebrew word.

Set up the players around a small table. Everyone should be able to reach the middle of the table without stretching.

Set up a number of spoons (pens, markers, etc) in the center of the table, with one less spoon than the number of players. Fan the handles to the outside in a starburst pattern.

Select one player to be the dealer, and deal 4 cards to each player.

Play begins when the dealer begins pulling cards off the deck one at a time, looking at the card to see if he wants to keep it, and then passing it or a discard from his own hand to the player at the right. The person to the right then decides if he wants the card. If so, he keeps it and discards an unwanted card. If not, he discards the card he found to the person to his right. Each player continues this step.

THERE ARE NO “TURNS” IN THIS GAME. AS SOON AS THE DEALER BEGINS, PLAY MOVES QUICKLY. ANY PLAYER WITH 5 CARDS IN HER HAND CHOOSES ONE TO DISCARD IN ORDER TO FIND THE SET OF FOUR.

The person at the dealers left passes his cards to a discard pile. (If the dealer goes through his entire pile, he begins again from the discard pile that has accumulated from the player to his left.) The object of the game is to get four of a kind.

Once you have a book of cards grab a spoon as subtly as you can. The other players must grab a spoon as soon as they see you take one. The player without a spoon (pen,etc) at the end of the round is out.

Game continues until there is one winner.

Variations:

- ✓ This game can be called “kapiyot” as a way to integrate more Hebrew into it.
- ✓ If you don’t want the students to be out (because then they are not playing and therefore not learning the words) you can just award points to the losers. At the end of the day – the students with the LEAST number of points win.
- ✓ After three students are out, you can have two rounds of Hebrew Spoons occurring concurrently. One gets larger each round while the other gets smaller. (You will need two decks of cards for this).
- ✓ If you don’t want any English you can have two cards that are images and two cards that have the words in Hebrew. (transliterated words are good for the Hebrew High students who are interested in learning conversational Hebrew, but not as interested in working on reading and writing).
- ✓ If you identify students that have a difficult time processing quickly enough to enjoy or excel at this game, have them choose one set of cards that they will look for during the entire game. While they will still need to read / process quickly, they will only be focusing on one set of cards instead of determining what they want each time a card is distributed. Additionally, if there are multiple students who are slower processors, or you do not want one student singled out, everyone in the class can be asked to choose the cards they will be looking for before the game begins. This takes away some of the element of surprise, but allows for a deeper learning opportunity.

Materials needed

Spoon cards – I have included both an electronic and paper copy of these cards. However, for this game to be most useful, it's a good idea for teachers to make their own cards using specific words they are teaching.

Spoons, pens, markers, etc. for the students to grab – You need one less of these than the number of students playing

Assessment

This game is a great tool for helping students quickly recognize Hebrew words, identify meanings of words, and quickly translating in their heads. One challenge is that students who aren't as invested in learning the words can simply play by passing cards and waiting to see who grabs a spoon. However, if you choose to play where the losers have their own round going on, the student will be forced to try to read and understand the cards because there will be fewer members playing and therefore more of a chance for him to get 4-of-a-kind and pick the spoons himself.

Resources

The most valuable resource for this game is the website <http://morfix.mako.co.il/Default.aspx> You can type in the words you want for your cards here (either in English or Hebrew) and get the Hebrew word written in nice font with vowels to put on your cards. It's helpful for people who don't otherwise have Hebrew software on their computer that puts vowels under the letters.