



Hit the Target

Submitted by: *Caroline Saliman*

Subject Area: Tools and Games, Hebrew

Target Age Group(s): 3rd - 7th Grades

Lesson Objective:

This game provides valuable teacher opportunities for student evaluation and fun review opportunities for the students.

Game Preparation:

On the chalkboard/whiteboard, draw several (5- 10 usually) connected, odd shapes using the entire board area. Within each shape, write a topic, such as "Read", "Chant", "Correct Me", "Vocabulary", "Shoreshim", etc. Use whatever topics you wish to review/evaluate, and it works to put the areas most important in two or three of the shapes as well. It also makes the game much more fun to include entertaining topics, such as "mystery" or "Heblish." (see bottom of page for more explanation) Once the board is arranged, grab a hacky sack, a koosh ball, or whatever reasonably soft object you have to throw at the board.

Playing the Game:

Divide the class into 2 teams. The first player stands at an agreed distance and throws the "ball" at the board. The question for that student comes from whatever category is hit. For example, if the student hits "read", s/he then must read whatever word, line, or section the teacher wants to hear. If the student does not get the answer correct, the question is then fair game to whoever raises his/her hand first, and the point is awarded for the correct answer. The next person to throw follows down the line, no matter who answers the question, alternating from team alef to team bet. If the student who is "up" completely misses the board, the student from the other team who was last "up" picks the category for that turn.



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Why Play "Hit the Target"?

One thing that makes this game worthwhile is that the teacher is able to personalize the questions according to the student that is throwing. For example, if there is a student who is more challenged reading, the teacher is able to give him/her an appropriate question that can provide valuable evaluation to the teacher. The same holds true for students of all levels. It also provides evaluation time for the teacher on whatever categories are needed at that time. Perhaps vocabulary or prayer meanings are the more needed subjects, and then those would be the larger targets. One more very worthwhile reason to play this game is that the students have fun, which definitely is an important part of Hebrew school!

More on the Categories:

Including a couple of entertaining categories to throw at makes the game more fun. For example, a "mystery" category could have any kind of Jewish trivia, Jewish celebrity questions, or perhaps questions such as, "what fictional character would you invite to your Bar/Bat Mitzvah and why?" "Heblish" is always entertaining, and a wonderful tool on its own as well. Heblish is the "art" of writing English words using Hebrew letters and vowels.

Besides being fun, heblish also provides good letter and vowel review too. A good idea is to surround the "fun" categories with the more needed categories, as that is the area of the board most likely to be hit.