



Hebrew School: The Podcast! Educator Guide

Episode 3: Animals

Themes:

- Animals in the bible
- Animal names in Hebrew
- Names and their meaning

Listen and Learn



This episode's Listen and Learn can be found [here](#). This activity allows you to use sections of the podcast in an interactive way. It can be sent to learners or projected in the classroom.

Play and Learn



In this section, you will find **ready-made** games which expand on the themes of the episode and provide multiple modalities for engaging learners. Many games include a link to a digital version, a printable version, and ideas for adding movement.

Fill-in-the-blank Story:

- **Digital:** Have fun with this traditional Jewish story.
- **On Paper:** For non-readers, read the story aloud and invite them to glue cut-out words in the correct places.
- **Move and Shake:** After reading the story, play Party-Guests: Each child receives a card with an animal from the story on it. One child plays the host and guesses which animal has come to their "party".

Animals in the Bible Matching Game (ages 6-8):

- **Digital:** For pre-readers, work as a group and read the descriptions out loud.
- **On Paper:** Print out page 2 of the packet for learners to play individually or in groups.
- **Move and Shake:** Place pictures and descriptions on opposing walls and invite learners to find all matches and bring them to the center of the room.

Animals in the Bible Crossword (ages 9-12):

- **Digital:** Each clue contains a reference to a bible verse which mentions the animal.
- **On Paper:** Solve the crossword individually or in groups.
- **Move and Shake:** Go on a biblical scavenger hunt! Hide references for each clue around the classroom, and invite learners to find them, figure out the correct animal, and solve the crossword.

Animals in Hebrew Memory Game:

- **Digital:** The Hebrew words are recorded, so that the game can be played at several proficiency levels.
- **On Paper:** Cut out the pre-made cards to play with learners.
- **Move and Shake:** Play a 3D memory game- use stuffed animals or animal figurines underneath opaque boxes or bowls to create a giant 3D memory game in the class! For older learners, add a time limit.

Go and Learn

Below are ideas for activities to extend the learning and provide opportunities for additional enrichment.



From the bookshelf:

Click [here](#) for a list of thematic books.

Wisdom of the Crowds:

Listen to the “Wisdom of the Crowds” section of the podcast about dream pets. Then, create your own! Learners can share their individual answers, as well as record their families, teachers, and community. This may also be an opportunity to visit a local animal shelter and learn about helping animals.

How: [Flipgrid](#) is an easy way for learners to record themselves in the classroom or at home. [Padlet](#) also allows audio recording.

The Story of My Name:

Inspired by the story of how the animals got their names on the podcast, send learners on a mission to find out how they got their names! Learners can interview parents, research the meaning of their name, and create their own story to share.

How: [Book Creator](#) allows learners to create books easily. Each story can be added to a class book.

Looking for more creative ideas? Check out [The Jewish Educator Portal](#).

If you create additional materials, share your materials with other educators by becoming an Educator Contributor. Contact us at educator@jewishedproject.org for more information. Email hebrewschool@tabletmag.com with any questions or ideas.