



## Hebrew School: The Podcast! Educator Guide

# Episode 4: Shabbat

Themes:

- The Meaning of Shabbat
- Shabbat Customs
- Shabbat Around the World

### **Listen and Learn**



This episode's Listen and Learn can be found <u>here</u>. 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.

### Shabbat Word Scramble (ages 10-12):

- **<u>Digital</u>**: Each slide features a clickable hint.
- **On Paper:** For a Shabbat-friendly version, print out the letters for learners to place in order.
- **Move and Shake:** Print each scrambled word in a different color and spread letters around the room. Set a timer, and invite learners to find a letter, and then find the rest of their word group (by color) and figure out the words. When you are done, try again and beat your time!

## **Days of Creation Matching Game:**

- **<u>Digital</u>**: Learners have access to hints and can try matching multiple times.
- **On Paper:** For non-readers, read the clues aloud as a group.
- Move and Shake: Assign groups of learners a day of creation and have them stand on one side. Place cards with the photos, upside down, across from the groups. Each team sends one player at a time to flip one photo over. If the flipped card does not match the group's day of creation, , they must flip it back. The game continues until the whole world is created!

### **Shabbat Around the World (ages 8-12):**

- **<u>Digital:</u>** This activity allows learners to share their own experiences, which can be done individually, with family, or as a class.
- **Move and Shake:** First, invite learners to click through the digital game and learn about how each community celebrates Shabbat. Then, use a large world map to place each community in the correct spot, and add the learners' Shabbat experience, along with any family customs.

### **Shabbat and Havdalah Sorting Game:**

- **Digital:** There are two versions of this game: <u>sorting words</u> or <u>sorting images</u>.
- On Paper: Cut words or images in advance for a Shabbat-friendly activity. (Words) (Images).
- **Move and Shake:** Shabbat Table Share: Learners bring in either photos or actual items their family uses on Shabbat. Each learner can share how they use the item, its history or story, and then learners can set their classroom Shabbat and Havdalah tables with their unique items.

#### 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 celebrating Shabbat. 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 create a class or community Shabbat celebration.

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

#### **Prayer to Pop Song:**

Shabbat services are full of beautiful prayers! Inspired by the Prayer or Pop Song game on the podcast, invite learners to choose a Shabbat prayer and set it to the tune of their favorite pop song. They can perform it at a Shabbat service, record themselves, or even make a music video.

How: Sefaria is a great resource for learners to find text and references for the prayer they choose.

Looking for more Shabbat ideas? Check out <u>The Jewish Educator Portal</u>. 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.