





















### INSTRUCTIONS

# **Family Cards for the High Holidays**

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#### SUGGESTIONS FOR USE

Printing Instructions:

- The cards are formatted for printing at home.
- They can be printed on regular or thicker paper.
- Print the pages and cut out each card on the lines.

### Games with the Kid Cards (ages 7-10)

There are 10 sets, each with four cards.

 There are 40 cards for adults (ages 17+), 10 for teens (ages 11-16), 40 for kids (ages 7-10), and 20 for young ones (ages 4-6).

Below are direction for three games you can play with the cards, Spoons, Shofar and Go Fish. Each game can be played with the added element of taking turns reading cards aloud, for example, at the end of a round of play.

### SPOONS

### Number of players: 3-6

**Objective:** Each player tries to collect four of a kind. Once one player does, all the players try to grab a spoon. However, there is one spoon less than the number of people playing. The player who ends up without a spoon loses that round and gets a letter. Once a player gets 5 letters, spelling S-P-O-O-N, they are out. The last player is the winner!

### Materials:

- 1 pack of 40 High Holiday Cards
- The number of spoons equal to the number of players minus one e.g., with 4 players, use three spoons.

### Dealing:

- Place the spoons in the middle of the circle of players.
- Deal 4 cards to each player.

### Gameplay:

• Each player tries to make four of a kind. The dealer starts by picking up a card from the deck. They may choose to either discard that card, or keep the

card and discard a different card from their hand. They place the discarded card face down near the person on their left. Each player continues to pick up cards (one at a time) from their right, and discard cards (one at a time) face down to their left. The last player places their discarded cards in a "trash" pile.

- Each player must always have 4 cards in their hand. For every card picked up, they immediately discard a card before picking up another one.
- The game is played in rapid succession. There are no turns.
- Once one player gets 4 of a kind, they pick up a spoon. Then every other player must pick up a spoon as fast as they can. The last player will remain without a spoon and receive a letter.
- After each round, discuss the content of the cards of the player who received 4 of a kind.
- Then all players return their spoons and cards, shuffle the deck, and begin a new round.
- When a player receives 5 letters (spelling S-P-O-O-N), that player is out. The last player standing wins.



# Shofar!

### Number of players: 2-4

Objective: Collect all the cards in the deck using your fast reflexes.

Materials: 1 pack of High Holiday Cards

**Dealing:** Split the entire deck up evenly among all the players.

### **SLAPPING**

- The following card sequences allow any player to SLAP the pile, and win all the card in the pile:
  - 1. Two cards of the same type in a row are played e.g., Majesty, Majesty.
  - Two cards of the same type have one different card in between them, e.g. Renewal, Majesty, Renewal.
  - 3. A shofar card is played.
- The first player to SLAP the pile when any of the above sequences are played, keeps the cards; placing the pile underneath their own deck.
- That player then places a new card face up in the middle, and gameplay continues.

# Go Fish

Number of players: 2-6

Objective: Collect as many full sets as possible.

Materials: 1 pack of 40 High Holiday Cards

Dealing: Deal five cards to each player.

### Gameplay:

- The youngest starts, and then the game moves in a clockwise direction.
- One player's turn begins by asking another player if they have any cards belonging to a specific set.

# Acknowledgements

Game directions by Maor Ziv-Kreger and Rosy Hollander, graphic design by Ira Ginzburg, and copy editing by Deena Nataf. With gratitude to God; to the teachings of our sages in beloved books; and to teachers, colleagues, and friends.

#### Gameplay:

- Each player holds their cards face down in their left hand.
- The first player places a card face up in the middle of the table. The next player on their left, then places a card (face up) on top of the first player's card. Gameplay continues like this around the circle until it is time to SLAP.

### Penalty:

• If a player slaps the deck at an incorrect time, they must take a card from their deck, and place it underneath the middle pile. Then gameplay continues.

### Keeping Score:

- If a player loses all their cards, they are out and can no longer place cards. However, once they are out, they can still try to slap the pile and get back in the game. If they slap incorrectly and have no cards in their deck, they are out of the game for good.
- The last player with cards in their deck is the winner!
- If the player does not have any cards from the requested set, s/he tells the person whose turn it is to "Go fish" or, if you'd like, "Go fish head" or "Go honey cake!"
- If the player does have a card from the set, s/he replies with a yes. The person whose turn it is then has to ask for a specific card within the set. If they ask for the right card, they receive it from the person they asked. If they ask for the wrong card, they are told to "Go fish."
- A turn ends only when a player is told to "Go fish"

   and can no longer ask other players for different cards.