

# In God's Name Matching Game

Rabbi Erin Hirsh

to play after reading <u>In God's Name</u> by Rabbi Sandy Sasso (Jewish Lights)

### Ages:

I have played this with second, third and fourth graders. It works well in multi-age classrooms as well as in family education programs.

### **Directions:**

- Cut out each term and paste on a index card.
- Use only as many pairs of CLUES and ANSWERS as there are students. For example, use the top six from each column for a class of six students.
- Turn the cards upside down and let each child pick one index card from each column.
- The first child reads the CLUE and the student who thinks she have the ANSWER that matches raises her hand.
- The class discusses if they agree this is the correct match.
- If it is, the person who had the ANSWER reads her CLUE and the students consider whether they have the next ANSWER on their card.

CLUES	ANSWERS
When my team wins a game, I might think of God <i>this</i> way	MY CHAMPION
When I am in my room alone at night feeling afraid, I might think of God <i>this</i> way	MY PROTECTOR

## **MORE ANSWERS**

When I have to stand in front of an audience and speak, I might think of God <i>this</i> way	SOURCE OF CONFIDENCE
When I make up a great story or draw a picture I am really proud of, I might think of God <i>this</i> way	SOURCE OF CREATIVITY
When I run around by myself in a playground and feel really happy, I might think of God <i>this</i> way	MY FRIEND
When I think of a way to help someone without anyone suggesting I do it, I might think of God <i>this</i> way	SOURCE OF KINDNESS
When I learn something new at school after a lot of hard work, I might think of God <i>this</i> way	SOURCE OF INTELLIGENCE
When I fight with my parents and feel really sad and upset I might think of God <i>this</i> way	SOURCE OF LOVE
When I figure out how to walk to a new place all by myself for the first time, I might think of God <i>this</i> way	MY GUIDE
When I bury a pet that has died, but that I want to remember forever, I might think of God <i>this</i> way	SOURCE OF MEMORY

#### **Follow Up Ideas:**

Older students could be invited to create their own sets of CLUES and ANSWERS. They could then play the game with their new CLUES and ANSWERS or teach another group of students to do so.

Have the class could go back and look at the illustrations in <u>In God's Name</u> again. Then invite them to draw pictures inspired by the illustrations in the book and based on the CLUES in this game (or new CLUES that they create).