# HOOKED ON HEBREW. 

## Parent-Teacher Guide and Directions

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## Overview

## In-person and Remote Learning

Hooked on Hebrew makes learning to read Hebrew easy and fun. It is centered around playing card games in school and/or at home. There are up to 15 different games that can be played with each SuperDeck, including: Go Fish, Memory, War, Bingo and Gin Rummy. They can be played one-to-one, in small groups or in teams. All can be played in person and some remotely.

## Purposeful, Playful, Practice

It's a fact that, in order to learn, children need to practice. Therefore, we created Hooked on Hebrew to provide purposeful, playful, practice. Children learn best, because play begins at their skill level and they advance at their own pace, all while playing.

## HOH makes learning happen!

- Children learn through play which keeps them engaged.
- Children practice continuously because they are having fun playing card games.
- Children stay engaged because it's easy to use and they want to WIN!


## Why play HOH games at home?

The fact is, when children play Hooked on Hebrew SuperDeck card games, in school or at home with family members-mom, dad, siblings, grandma, grandpa-they feel good, because they have the support of their family. In addition, they become more confident because the rules are the same for every member of the family, no matter how old they are, and everyone has an equal chance to win. For example, a child can help Mommy win if she keeps losing
or will laugh along with Grandpa over something quirky one of them has done. Whether at home or in school, everyone benefits!
Playing games together involves interpersonal interaction, which is essential to child development. Hooked on Hebrew, which is based on playing cards, promotes emotional and social strength, such as waiting your turn and demonstrating good sportsmanship. Players also learn to be respectful of the feelings and needs of other players.

## Selecting games to play

Look at the descriptions and suggestions, and let children participate in selecting the games to play. This is empowering. It doesn't matter which game a child selects because they're learning the same material. So, if your child wants to play Go Fish over and over again, it's okay. It makes them feel safe and comfortable, and when they're ready, they'll learn to enjoy other games using the same decks.

## Tips for fun, practice and enrichment

- Choosing a card deck. Because children should be challenged within their comfort zone so select card decks that fits the child's level of comfort. Children will enjoy the game more when the words are within their levels. This will make any game easy, fun and safe.
- Read each card. Encourage players to read aloud and show the Hebrew on the card whenever possible.
- Watch your child's reactions. For young children, or for any child having difficulty, help them. If you see that the child continuously has difficulty, consider playing with a lower level deck, or play easier games such as Lotto, Doghouse or Memory, or do all of the above.
- For young children, or for any child having difficulty, play with fewer cards by removing matched pairs from the deck. For example, start a new deck by setting aside all pairs except ten cards (five matches). Play easy games like Memory, Treasure Hunt, or Line-up, and be helpful. That may be just enough for little ones at the beginning. Then add 5 or 6 more pairs and expand the games with Bingo,

Lotto and In the Doghouse. Make it fun and they will learn.

- Review often. It's surprising how children who are already learning prayers forget some letters or vowels. To remedy this, revisit the alphabet and vowel decks occasionally. They're playing games they enjoy and are reviewing at the same time.
- For play at home, set up a special time during the week that the whole family plays cards together.
- Play different games with the same deck for variety. For example:

Play Bingo, sharing screens with grandparents.
Play Crazy 8s with the vowels. Practice can still be fun, even if it is challenging, when you play games.

Play Treasure Hunt with any age. It's just fun! Younger children may need a partner to help.
Play Gin Rummy with children ages eight years up.
Play Monster, which follows the same rules as "Old Maid" with all ages for a lot of laughs!

## Team play

Many games lend themselves well to team play, like Line-Up and Showdown. Try team challenges."

## DIRECTIONS Strong Learning ${ }^{\circledR}$ SuperDeck ${ }^{\text {™ }}$ Card Games

Play up to 15 games with every Strong Learning SuperDeck for boredom-proof learning.
Matches Most games call for players to find matches, which can refer to either two cards with the exact text at the top or two cards that complement each other somehow. (Note: in the directions, all matches are referred to as "identical.") For directions specific to each deck, refer to the Direction card included with the deck.
Non-Playing Cards Remove non-playing cards, such as instruction or promotional cards, before play. Include the Monster card only when playing the Monster game. Include the Wild cards (if any) only when playing Crazy 8s. Note: Some decks contain fun facts or pictures in the center of the playing cards. Those are not part of the game; they are for information only.

## Play up to 15 Games With Every SuperDeck

| GAME | AGES | Number of <br> PLAYERS | IDEAL TO PLAY |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | WITH <br> TEAMS | AT HOME | REMOTELY |  |
| Memory | $5+$ | $2-6+$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Go Fish | $6+$ | $2-6$ | $\checkmark$ |  | $\checkmark$ |  |
| Crazy 8s <br> (for decks with Wild Cards) | $7+$ | $2-6$ | $\checkmark$ |  | $\checkmark$ |  |
| 9-Square Bingo | $6+$ | $2-30+$ | $\checkmark$ |  | $\checkmark$ | $\checkmark$ |
| 25-Square Bingo | $8+$ | $2-30+$ | $\checkmark$ |  | $\checkmark$ | $\checkmark$ |
| War | $6+$ | 2 | $\checkmark$ |  | $\checkmark$ |  |
| Gin Rummy | $8+$ | $2-4$ | $\checkmark$ |  | $\checkmark$ |  |
| Showdown | $8+$ | $2-12+$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |
| Monster | $6+$ | $2-6+$ | $\checkmark$ |  | $\checkmark$ |  |
| Line-Up | $4+$ | $2-24$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |
| Reading Race | $6+$ | 2 | $\checkmark$ |  | $\checkmark$ | $\checkmark$ |
| Card-Deck Lotto | $4+$ | $2-5+$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |
| In-the-Doghouse | $4+$ | $2-5+$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |
| Stickman | $7+$ | $2-12+$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Treasure Hunt | $4+$ | $2-24+$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |  |

# Directions superDecf co Fish 

Video on Phone

## Players: 2-6

Object: to be first to discard all cards $\quad$ Use: class, home
Remove: non-playing cards.
Deal: Dealer shuffles, deals five cards to each player and places the rest of the cards face down in the center as a draw pile. All players put down any matches in their hand.
To Play: Player to the left of dealer shows a card from his hand and asks all other players for a match by saying, "Does anyone have [matching letter, word or phrase]?" and show the card.


- Match: If any player has a match, the asker takes the matching card, puts the pair down, and gets another turn.
- No Match: If no player has a match, players say, "GO FISH!" and the asker takes the top card of the draw pile. If that card is a match, he puts down the pair; if it is not a match, he places it in his hand. In either case, his turn is over and play moves to the player to his left.
Winner: The first to match and discard all cards is the winner. If the draw pile is depleted before this, the player with the most matches is the winner.


Remove: non-playing cards.
Lay Out Cards: Shuffle and place all playing cards face down in rows in the center of the table. For young players, play with fewer cards by removing matching pairs before shuffling. (For remote learning, the leader lays out the cards on a table, and shows the cards for all players to see.)
To Play: The first player turns over two cards in place.

- Match: If the cards match, the player reads aloud the Hebrew at the top, takes the cards and goes again.
- No Match: If the cards don't match, they are returned face down in place, and the turn moves to the player to the left.
Winner: After all cards are removed from the center, the winner is the player or team with the most matches.



## Diresuons en efigequr NaOMSJES

| Players: 2-6 | Object: to avoid being the last player to have the Monster card | Use: class, home |
| :--- | :--- | :--- | :--- |

Remove: non-playing cards.
Deal: Dealer shuffles and deals until all playing cards are dealt. (It's okay if some players have one extra card.)
Remove Matches: Players remove all matches, saying the letter, word or phrase as they put them in the center of the table. Young players may find it easier to spread their cards face-up on the table to remove matches.

To Play: The dealer offers his "hand," spread out face-down, to the player on his left, who draws one card from it and places it in her hand. If the drawn card makes a match, she discards the pair (saying the letter, word or phrase) and then offers her hand to the player to her left, who draws one card and follows the same process. Play continues clockwise until only the Monster card is left.

Winners: The player who has the Monster card is the MONSTER! All other players are the winners.


Players: 2
Object: to get the most matches
Remove: non-playing cards.
Deal: Dealer shuffles and deals half the deck to each player face down.
To Play: Both players turn their top card face up, and each reads the Hebrew at the top of their card. The player whose card has the higher value (see letter ranking chart below) takes the pair, and places them at the bottom of their stack.
War: If two overturned cards match, war begins. Each player then places three cards face down and a fourth card face up. Each reads the Hebrew at the top of their card. The player whose card has the higher value takes all 10 cards. Occasionally, there are multiple wars.
Winner: A player who runs out of cards during war loses. Otherwise, the winner is the one with all the cards at the end.

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Higher Value: The higher value refers to the Hebrew at the top of the cards, alphabetically, where TAV is the highest and ALEF is the lowest. In the illustration, the player on the left takes the cards because $Э$ is alphabetically higher than $\because$.


Remove: non-playing cards.
Separate the Deck: Separate matches from the deck into two piles, creating two identical halfdecks. Shuffle both half-decks.
Teams: Divide class into 2 teams. (If only two players, each player is considered a team.) Each team gets one half-deck, which they place face-up in front of them in any arrangement they choose.
To Play: Using the List card or printed Word List (download at HebrewSchoolFun.com and click


Game Directions tab), Caller selects a Hebrew letter, word or phrase randomly, and says it out loud.
The first team to have a player place his or her hand on the matching card and say, "GOT IT!" is the potential winner. Caller then checks. If correct, the team earns a point. If not correct, play continues from where they left off.
Next: Caller calls out another item from the list, and the above process is repeated.
Winner: The team with the most points at the end of a set time is the winner.

\section*{Diresisons su endequr Gis iunjuny <br> | Players: 2-4 | Object: to be first to get three pairs-Gin Rummy! | Use: class, home |
| :--- | :--- | :--- | :--- |}

Remove: non-playing cards.
Deal: Dealer shuffles and deals six cards to each player, placing the rest of the cards facedown in the center to be the draw pile. Dealer turns the top card over to start the discard pile.
To Play:

- Player to the dealer's left either takes the top discarded card (for example, if it makes a match) or the top card from the draw pile.
- He discards one card face-up on the discard pile and reads aloud the text at the top of that card to end his turn.

- Play continues clockwise, picking up and discarding cards, reading them as they are discarded.
- If the draw pile is depleted, the dealer removes all cards except the top card from the discard pile. The removed cards are shuffled and are placed face-down to become the new draw pile.
- Play resumes.

Winner: The winner is the first player to get 3 pairs. Winner calls, "GIN RUMMY!", and reads aloud their 3 pairs while placing them face-up on the table.

# Directions <br> Crazy <br> 38 

| Players: 2-6 | Object: to be first to discard all cards | Use: class, home |
| :--- | :--- | :--- |

Remove: non-playing cards. Only play with decks containing wild cards, so keep wild cards in the deck.
Deal: Dealer shuffles and deals five cards to each player. The rest of the cards are placed face-down in the center to be the draw pile. All players put down any matches in their hand now and throughout the game. Top card of the draw pile is turned face-up beside the draw pile to start a discard pile.

To Play: The player to the dealer's left starts play by seeing if he has a card belonging to the same category as the top card of the discard pile. (Note that categories are listed on the Wild cards. For example, the five Vowels are the categories on the Wild Card shown at the right.)

- If the player has a card from that category, he places it face up on the discard pile.
- If the player does not have a card from that category, she picks cards from the draw pile, placing them in her hand until she draws a card from that category. She places the card face-up on the discard pile.
- If the player has a Wild card in his hand, or picks up a Wild card during his turn, he can choose to change the category to one he has in his hand. The player then discards the Wild card and one card from that category.
In each case, players read the Hebrew at the top when they place a card on the discard pile, and play continues to the next player. If the draw pile becomes depleted, the dealer removes all but the top card from the discard pile. Those cards are shuffled and are placed face-down to become the new draw pile. Play resumes. Winner: The first player to discard all their cards is the winner.



# Directions superDect Line-Up <br> for decks that have content in a sequential order 

| Players: $2-24$ | Object: to be the first team to put cards in correct order | Use: class, home |
| :--- | :--- | :--- | :--- |

Deck Suggestions: Use decks with content that has a sequential order, such as Hebrew Alphabet 1, Hebrew Alphabet 2, and prayer decks.
Remove: non-playing cards.
Separate the Deck: Leader separates matches from the deck into two piles, creating two identical halfdecks. Shuffle both half-decks.

Teams: Divide class into 2 teams. If only two players, each player is considered a team.
To Play: Each team gets one half-deck. Teams place cards face-up in front of them. When caller says "GO," each team assembles their cards in the correct order.
When a team says "GOT IT", the other team halts play while the results are checked. Leader checks the cards but does not move them. If they are not in correct order, play resumes.
Winner: The first team to put the cards in the correct order is the winner.


Remove: non-playing cards.
To Play: The leader shuffles the deck and places three cards face-up in front of the player. The leader times the player using a timer. The player gets points for reading all three cards according to this chart.
After recording the time, the leader puts out three new cards, and so forth. (For remote

```
Reading Race - Point Chart
    0-5 seconds }20\mathrm{ points
    6-10 seconds }15\mathrm{ points
    11-15 seconds }10\mathrm{ points
```

learning, the leader lays out the cards on a table, and shows the cards to the player.)

- Because reading fluency is the goal, it is okay for the player to practice prior to being timed if he or she wishes.
- The point chart is only a suggestion. Modify it as appropriate, including playing with four or more cards. Prizes can be anything, including stars, stickers, candy pieces, etc.
- If the child is anxious about being timed, use fewer cards, or consider playing a different game.

Winner: Play continues until the player accumulates 100 points. If the player wants to continue playing after going through all the cards, re-shuffle the deck and continue.

# Directions 

9-Square Bingo: Players: 2-30+ $\quad$ Object: to be first to get Bingo! $\quad$ Use: class, home, remote learning
Before Play: Have enough blank 9-Square Bingo sheets and a copy of the List card or Word List for every player. The list contains all items from one deck. (download at HebrewSchoolFun.com and click Game Directions tab)
Remove: non-playing cards.
Separate the Deck: Separate matches from the deck into two piles, creating two identical halfdecks. Place one half-deck aside. Shuffle the other half-deck to be the calling deck.
Bingo Cards: Each player makes their own Bingo card by randomly filling in every box on their blank 9-Square Bingo sheet, using a different letter, word or phrase from the list provided.
To Play: Caller, who can be a player, turns over one card at a time, calls out the Hebrew text at
 the top of the card, shows the card, and places it face-up on the table. Players mark any match by crossing off the box or covering the box with a marker (e.g., button, penny, bottle cap). (For remote learning, the caller holds up the cards for all players to see as they are picked.)
Winner: Player(s) with matches of three in a row in any direction, or a full card, or all four corners calls "Bingo!" Verify the winning card(s). If it isn't a winning card, play resumes until there is a winner.

25-Square Bingo: Players: 2-30+ $\quad$ Object: to be first to get Bingo! |  | Use: class, home, remote learning | Leâning |
| :--- | :--- | :--- |

Before Play: Have enough blank 25-Square Bingo sheets and a copy of the List card or Word List for every player. The list contains all items from one deck. (Download both at download at HebrewSchoolFun.com and click Game Directions tab.)
Remove: non-playing cards.
Separate the Deck: Separate matches in the card deck into two identical half-decks. Place one half-deck aside. Shuffle the other half-deck to be the calling deck.
Bingo Cards: Each player makes their own Bingo card by randomly filling in every available box on their blank, 25 -Square Bingo sheets, using a different letter, word, or phrase from the list provided.
If the list has fewer than 24 items, players write FREE on any empty squares on their Bingo sheets. For example, if there are 22 items on the list, players write FREE in 2 additional squares. In this version, a Bingo requires getting two sets of 5 in a row.
To Play: Caller, who can be a player, turns over one card at a time, calls out the Hebrew text at the top of the card, shows the card, and places it face-up on the table. Players mark any match by crossing off the box or covering the box with a marker (e.g., button, penny, bottle cap). (For remote learning, the caller holds up the cards for all players to see as they are picked.)


Winner: Player(s) with five in a row in any direction (or two sets of five in any direction) calls Bingo! Verify the winning card(s). If no winning card(s), play resumes until there is a winner.

Before Play: Have enough blank Card-Deck Lotto sheets for every player or team (download at HebrewSchoolFun.com and click Game Directions tab). Usually the leader is the Caller. However, it's okay for players to take turns calling.
Remove: non-playing cards.
Separate the Deck: Separate matches in the card deck into two identical half-decks. Shuffle both half-decks.
Hand Out: Hand out one or more blank Card-Deck Lotto sheets to every player.
To Play: Place one half-deck face down on the table. This is the draw pile.
Use the other half-deck to place 4 cards face-up on each player's Card-Deck Lotto sheet(s). Put any extra cards aside.
Caller selects one card at a time from the draw pile and reads the text at the top. The student with the match also reads the text, and the card is placed on top of its match on the Lotto sheet. If no matching card was used, place it on a discard pile.
Winner: The first to match all cards on one (or all) of their Lotto sheets is the winner. Optional: Continue play to see who finishes second, third, etc.

## Direcilons super Dects. Stickinnen compection

| Players: 2-12+, or teams | Object: to guess a Hebrew word or letter | Use: class, home, remote learning |
| :--- | :--- | :--- | :--- |

Remove: non-playing cards.
Separate the Deck: Separate matches in the card deck into two identical half-decks. Set one aside and shuffle the other.
Teams: Set up two teams. If only two players, each player is considered a team. Choose to see which team goes first. Team-1 gets the half-deck.
To Play: A player from Team-1 turns over one card and draws on paper or whiteboard as many underlines _ _ _ as there are letters in the word(s), or a single _ if playing with the Hebrew Alphabet decks.
Players from Team-2 guess one letter at a time.

- If the letter is in the word(s), a player from Team-1 writes it on the proper underline(s).
- If the letter is not in the word(s), a player from Team-1 writes the letter for all to see and draws one part of the Stickman on paper or on the board. One body part is drawn for each incorrect guess.
(For remote learning, the letters and Stickman drawing should be visible for all players to see.)
How to Draw the Stickman: Draw body parts in this order: head, body, right leg, left leg, right arm, left arm, right foot, left foot, right eye, left eye, nose, mouth.
Team- 2 wins the round if they guess the word before the Stickman is complete. Teams switch roles, and play continues.
Winner: is the team that wins the most rounds by a pre-determined time. (Both teams should play the same number of rounds.)


Remove: non-playing cards.
Separate the Deck: Separate matches in the card deck into two identical half-decks.
Leader Sets up Treasure Hunt: In advance, Leader hides all cards from one half-deck around the room(s). Leader places all cards from the other half-deck face up on a table.
Teams: Set up two teams. If only two players, each player is considered a team. Each team writes their team name on a box or paper bag, which are placed on opposite sides of the room.
Hints: Leader provides hints, such as: specifying a room or rooms where cards are hidden; which places are off limits; that cards are hidden in plain sight so nothing has to be opened or moved.
To Play: When the leader says "Go", students look for hidden treasure (cards). Upon finding a card, the player picks up the matching card, reads the Hebrew aloud to the leader, and places the pair into the team's box or bag. The player rejoins the others and continues searching until all cards are located. Winner: The team that finds the most hidden treasure in the allotted time is the winner.


Before Play: Have enough blank In-the-Doghouse sheets for every player (download at HebrewSchoolFun.com and click Game Directions tab).
Remove: non-playing cards.
Separate the Deck: Separate matches in the card deck into two identical half-decks. Shuffle both.
Hand Out: Hand out one or more blank In-the-Doghouse sheets to every player.
To Play: Place one half-deck face down on the table. This is the draw pile.
Use the other half-deck to place 4 cards face-up on each player's In-the-Doghouse sheets. Put any extra cards aside.
The Caller (or player on his/her turn) selects one card at a time from the draw pile and reads the text written at the top. The player who has the matching card removes it from the Doghouse and both are set aside.
Winner: The first to get all of their cards out of their doghouse(s) is the winner. Optional: Continue play to see who finishes second, third, etc.

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Make your own Bingo card. Fill in all 9 squares using the letters, words, or phrases that appear on the List card or Word List. Be sure to fill in the squares randomly. Get any 3 in a row, column, or diagonal, to win BINGO!

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| :--- | :--- | :--- |



Hooked on Hebrew"'
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HEBREW
SCHOOL FUNộ

Make your own Bingo card. Fill in all 24 squares using the letters, words, or phrases that appear on the List card or Word List. Be sure to fill in the squares randomly. The center box is FREE. Get any 3 in a row, column, or diagonal, to win BINGO! If the Word List has fewer than 24 items, players write FREE on any empty squares on their Bingo sheets. For example, if there are 22 items on the Word List, players write FREE in 2 additional squares. In this version, a BINGO requires getting two sets of 5 in a row, column, or diagonal.

|  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- |




