

Shorashim Key Ring

By Torah Umesorah Educational Resource Center – Brooklyn, NY

Grade Level:

Lower Elementary (1-3)

Middle Elementary (4-5)

Educational Goals/Objectives:

Cards will enable students to recognize and recall countless *shorashim* without rote memorization. Students will associate each new *shoresh* with a picture that demonstrates the meaning. Cards are designed for continued use in identifying and detecting *shorashim* after they have been taught.

Description:

An exciting new program for *shorashim* that reinforces the meaning of each *shoresh* in a fun and vivid way. Each card displays a picture of a different *shoresh*. Cards can be used in various ways in the classroom.

Materials Needed:

- Printout of *shorashim* pages (Teachers choose *shorashim* that fit their specific needs.)
- Key ring – 1 per student

Material Preparation:

Provide students with necessary pages of *shorashim* that you would like to reinforce.

Each sheet includes four *shorashim*. Students cut individual cards and hole punch upper right corner of each. Place key ring through holes to keep cards together. Encourage students to color and decorate cards.

For organizational purposes, place cards in alphabetical order.

Detailed Instructions – Classroom Use:

When teaching a new *shoresh*, teacher demonstrates (either with actions or specific pictures) the meaning of the new *shoresh*.

Students receive corresponding card and write translation of *shoresh* on blank line beneath picture. Whenever a previous *shoresh* is identified in a different context, students will write the new word on the blank lines on the back of that card's *shoresh*. This will ensure that students apply that which has been taught to information that is added on a regular basis.

Variation(s):

Shorashim pictures can also be used as flashcards or wall cards.

- *Can be used as an incentive-*
Choose student to decorate the card for each new *shoresh* before hanging on wall.
- *Can be used as a game-*
Pictionary/Actionary- One student receives a *shoresh* card. He/she draws or acts out something that will give the remainder of the class a clue as to which *shoresh* was chosen. The student who identifies the *shoresh* correctly is the next to describe a new *shoresh*.



Memory- Can be played as individual or class game. Prepare individual cards for various *shorashim* and separate cards for the translation of each. Place cards face down. One student at a time turns over two cards. If the *shorashim* and its meaning match, student keeps cards and tries again. If they are not a set, the cards are put back in the same position. The winner is the student who receives the most sets.

Sefer :

- החמש ושרשיו - Torah Umesorah Publications

Chinuch.org:

Shorashim lists

- G_00527-Shorashim according to frequency in Tanach
- G-00724-Common shorashim in alphabetical order
- G_00631-The shorashim drill-250 most commonly used shorashim

