# 4 Fast Days – Interactive Game

By Torah Umesorah Educational Resource Center - Brooklyn, NY

#### **Grade Level:**

Lower Elementary (1-3) Middle Elementary (4-5)

## **Educational Goals/Objectives**

Students will recognize and recall dates and key events that occurred on each of the four fast days.

## **Description:**

Exciting and interactive game for students that will help students recall and identify the dates and events that occurred on each of the fast days.



#### **Materials Needed:**

- Printout of sheet titled ארבע צומות
- Printout of sheet with dates and events (cut out)
- Velcro
- Small colored stickers

# **Material Preparation:**

Cut out the eight rectangles with the dates and events.

Place one side of Velcro on the back of each card, and the opposite side of Velcro on the 8 empty rectangular shapes on the sheet titled "ארבע צומות".

<u>Make it "self checking"!</u> Paste a different colored sticker or a different number of stickers on the name of each fast day and the identical sticker on the back of the cut out rectangles that correspond to that day (see photo).



## **Detailed Instructions – Classroom Use:**

This interactive activity can be used as a review for students.

# When used as a group review:

Attach the base chart to the blackboard and have students come up and choose a card. Students identify the date or event that occurred on each fast day and place on the appropriate rectangle on the sheet titled "ארבע צומות.". This activity will enable the teacher to see how well the material has been absorbed and mastered by each individual.

#### When used as an individual review:

Game can be printed in black and white and photocopied for each individual student. Students will cut the cards and paste them in the appropriate places on the sheet titled "ארבע צומות".

## Variation(s):

Game can be played in partners. Students take turns picking cards and identifying the date/event. Each card is then placed on the appropriate rectangle on the sheet titled "ארבע צומות". For self check, color code each fast day. On the back of the two cards that correspond to that fast day, place the same colored sticker. Students can check themselves by ensuring that the pieces relating to each fast day match the colored sticker on that fast day.