

FEAST DAY GAME OPTIONS

Directions for Making a POCKET BOARD

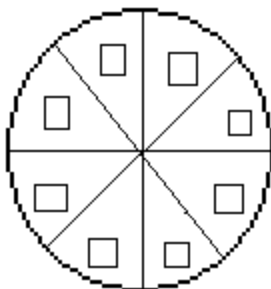


Pocket Boards can be purchased from Education Supply Stores such as Holcomb's.

Materials: Poster Board, 14-3"x5" index cards, glue

1. Glue index cards to a Poster board using the layout in the diagram to the left.
2. Card #1 is $\frac{3}{4}$ " from the left edge of the board and 1" from the bottom.
3. There is $\frac{3}{4}$ " space between #1 & #2 and #2 & #3.
4. There is 1 $\frac{1}{2}$ " between #1 & #4 and so on up to the top card in the column

Directions for Making WHEELS



Materials: Pizza round, ruler, pencil & marker, metal spinner or brass fastener & paper spinner, paper clips, Feast Day icons

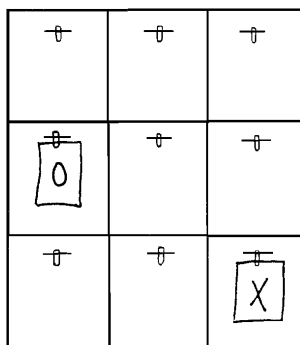
1. Acquire new 12" - 18" pizza rounds from a local business or make a round board using poster board or cardboard.
2. Divide the circle into 8 - 12 Sections.
3. Attach metal spinners that can be purchased from school supply stores, or make paper ones that can be fastened with brass fasteners.
4. Attach an icon card in each section. Using paper clips to fasten the icon cards, offers a game with a number of variations.

SPIN-A-QUESTION WHEEL - This game requires the teacher to make up 4 sets of questions based on all the information on the Feast Day Cards. The wheel is divided into four colored sections, each with one of the following questions on it: *WHO? WHY?/WHERE? WHAT? WHEN?* The questions are on cards of the same color as the question on the wheel. Ex. If the *WHO?* part of the wheel is yellow, then all *WHO?* questions are on yellow cards.

1. Students can play individually or in teams.
2. To play, a student spins the wheel. If the spinner stops on the section labeled *WHAT?*, the student takes the top card from the pile of questions of that same color and answers a *WHAT?* question.
3. If the student answers correctly, he/his team keeps that card.
4. If answered incorrectly, the card returns to the bottom of the pile.
5. The individual/team with the most cards in his/its pile wins the game.

This Wheel Game can also be used with the questions from the "Our Journey to Pascha - Lenten Board Game," Spring 2000 Packet, www.phyllisonest.com.

Directions for Making a TIC-TAC-TOE BOARD



Materials: $\frac{1}{2}$ sheet of poster board, paper clips, 9 - 3"x5" cards, scissors or exacto-knife.

1. Cut a slit about 1" from the top of each square.
2. Insert a paper clip into each slit.
3. Use 9- 3"x5" cards to fit onto the squares from the clip down.
4. Put a large 'X' on one side and a large 'O' on the other side.
5. Use the game cards from the SPIN-A-QUESTION.
6. Write questions on the cards. For younger children consider just using the icons.
7. Clip one question/icon card in each square, blank side showing.

TIC-TAC-TOE

Before the game begins, each position has a question or icon clipped to it, blank side up.

1. One person or team gets X's and the other one O's.
2. Person X decides where he would like to put his X. He turns over the question/icon card in that spot.
3. If he answers it correctly he can put his X in that square. If he does not answer it correctly, the card remains, blank side up and the opponent gets a turn.
4. First person/team to get 3 X's or 3 O's in a straight or a diagonal line is the winner!

FUN FACTS On what holy day did Jesus rise to Heaven to be with His Father?... Who is holding Jesus in the icon of the Feast of the Presentation of Our Lord?... Name the disciples in the icon of the Transfiguration?

MATCHING

1. Randomly arrange the 3-6 sets of cards face up.
2. Individuals or teams attempt to match the sets.
3. Points are awarded for each 3-6-card match.
4. The individual/team with the most matches wins.

STORY REVIEW Ex. - TRANSFIGURATION: Who are the two men on Jesus' right and left? Name the three disciples who accompanied Jesus? On which mountain did this occur? What is Moses holding in his hand? What does 'Transfiguration' mean? Why did Jesus' clothes turn a brilliant white? On which day does the Church celebrate this feast? What does the Church bless on this feast?

IDENTIFY THE ICON

1. Before the game begins, place the Feast Day Icon cards in the Pocket Board blank side up.
2. Select a student to go to the chart and select one of the Icon cards.
3. If he/she identifies it, gives the date of its' celebration, or whatever task is decided upon, then the student turns that card face up on the chart. If he/she does not, then another student is asked to complete the task.
4. The object of the game is to identify the Icon cards correctly.
5. If this is a team game, when one fails to identify the icon, give a member of the other team an opportunity to identify it as a bonus point, then take a regular turn. The team with the most points in the time allotted wins.

WHAT'S THE ORDER?

1. Select several of the Feast Day Icon or Feast Day Name cards
2. Ask the students to arrange them in chronological order on the Pocket Board.

PASSWORD is played in teams. A timer may be used in this game.

1. One team member picks an icon card and, within a predetermined amount of time, gives one-word clues from which his/her team members are to guess the Feast. This requires thought, knowledge, and accuracy to play.
2. Play continues back and forth between the two teams until one team answers incorrectly or is unable to give an answer.
3. At that time the second team gets the opportunity for a bonus point.
4. If the second team answers correctly, it continues with its regular turn.
5. The team with the greater number of correct guesses at the end of the game or at the end of the time allotted wins.

WHEN DID IT HAPPEN?

1. A WHEEL is made with the icon cards.
2. Students can play in pairs or the whole class plays as a team.
3. Students take turns spinning.
4. The students must identify the icon and give the date on which it is celebrated in order to get a point.
5. The person or team with the most points at the end of the game or at the end of the time allotted wins.

WHO'S IN THE ICON? [Option: Play as JEOPARDY game since assigning various points per icon.]

1. A WHEEL is made with the icon cards.
2. Students can play in pairs or the whole class plays as a team
3. An element of chance can be introduced by giving the more detailed icons a higher value number.
4. The students take turns spinning.
5. Students are required to identify the characters in the Feast day icon
6. The person or team with the most points at the end of the game or at the end of the time allotted wins.

CONCENTRATION

1. Randomly arrange two of the three sets of cards, either face down on a table or backward on two Pocket Boards.
2. Individuals or teams attempt to match the sets of cards just as in the television game *Concentration*, turning over two cards at a time.
3. If a match is made, the individual or team continues trying to match the sets.
4. If there is no match, the other individual or team tries to make a match.
5. The individual or team with the most matches in the time allotted wins.

Games and drawings adapted from Joan J. Philosophos' *Teaching With Pascha Symbols*.

Reprinted from **A RESOURCE HANDBOOK FOR GREAT LENT & PASCHA (1980's)** developed by Phyllis Meshel Onest, M.Div., Director of Religious Education, Greek Orthodox Metropolis of Pittsburgh, www.phyllisonest.com, 2004