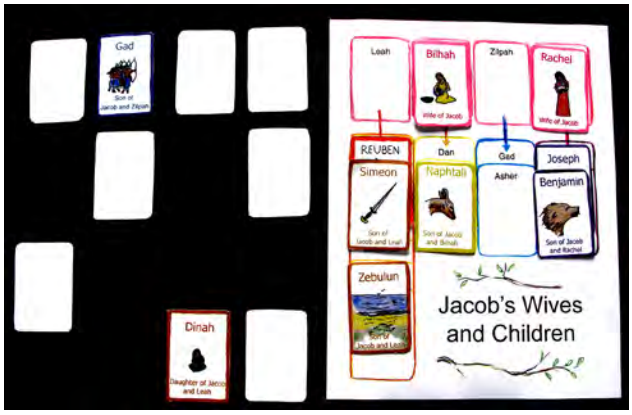
Game: Jacob's Wives and Children

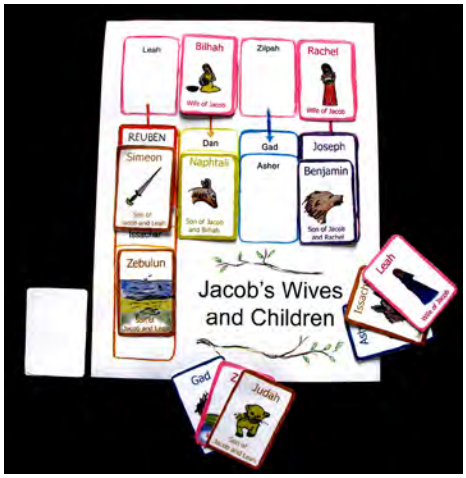
At a Glance:
Students will play either a Rummy or a Memory Game to learn or review Jacob's family. Rummy is suitable for a larger group; Memory works with a smaller group as well.



Memory Game

Supplies Needed:

- *Rummy Game:*
  - 4 sets of cards
  - 4 copies of the game board
  - copy of the rules
- *Memory Game:*
  - 2 sets of cards
  - 2 copies of the game board
  - copy of the rules
- *both games*: additional copy of the game board to use as an "answer sheet"



Rummy Game

Teacher Preparation:

- Cut out game cards.

Directions:

1. Today we will play a game that can help us learn Jacob's family.
2. Play the game of your choice encouraging students to say the names of Jacob's wives and children as they play.
3. If students finish fast, encourage them to arrange the cards from memory or recite the names of Jacob's children. You could also give each child a card of one of Jacob's children and ask them to arrange themselves in birth order.

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Leah

Bilhah

Zilpah

Rachel

Reuben

Simeon

Levi

Judah

Issachar

Zebulun

Dinah

Dan

Naphtali

Gad

Asher

Joseph

Benjamin



Jacob's Wives and Children



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Jacob's Wives and Children Game Cards

Cut carefully around each card.

Asher



Son of Jacob and Zilpah

Benjamin



Son of Jacob and Rachel

Bilhah



Maid of Rachel

Dan



Son of Jacob and Bilhah

Dinah



Daughter of Jacob and Leah

Gad



Son of Jacob and Zilpah

Issachar



Son of Jacob and Leah

Joseph



Son of Jacob and Rachel

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Judah



Son of
Jacob and Leah

Leah



Wife of Jacob

Levi



Son of Jacob
and Leah

Naphtali



Son of Jacob
and Bilhah

Rachel



Wife of Jacob

Reuben



Son of
Jacob and Leah

Simeon



Son of
Jacob and Leah

Zebulun



Son of
Jacob and Leah

Zilpah



Maid of Leah

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Jacob's Wives and Children
Rummy Game Directions

Original game "Family Tree Rummy" and artwork by Karin Alfelt Childs
Adapted for the Shift Journey Program by Sarah Odhner



Supplies Needed:
2 sets of character cards, 2 game boards

Group Game Goal:
Be the first player to get rid of all your cards, and to become familiar with this family tree.

Set-Up:
1. Lay 4 game boards on the floor or on a large table and have all the players sit around them.
2. Shuffle cards, and deal five cards to each player. Place the remainder of the deck face down in a spot where everyone can reach.

How to Play:
1. The player to the left of the dealer goes first, and begins by drawing a card from the deck.
2. The player then looks to see if he can lay down any cards on any of the four playing boards. In order to lay down cards, he must have two **different** cards that belong to the same category (i.e. Sarah and Hagar, which are two different cards that belong in the category of "wives of Abraham"). If he has two such cards, he can place them down on one of the playing boards in the correct spot.

(***Teacher****: Keep an eye out to ensure that the cards are in the right spots.)*

3. If the player has a card marked "**single**," it is the only card in its category, and she may lay that one down by itself in the correct spot.
4. If any playing board already has two cards of a category laid down, the player may lay down on the same board any other cards from her hand that belong in that category. NOTE: Only *one* of each individual card belongs on each playing board.
5. When the player cannot lay any more cards down, her turn is over. It is then the next player's turn, who should first draw a card and then proceed as the first player did.
6. If a player is accumulating several of one card, he may ask for a "trade" on his turn, instead of picking a card from the deck. He may pick one other player who wants to make a trade, and they may exchange one unwanted card. Then the player can proceed with his turn.
7. The first player to get rid of all her cards **wins the game**.*
   *If the deck runs out before the game is over, players take turns picking from each other.

Eventually children should begin to learn where each card goes without help. Try to encourage this objective.

Jacob's Wives and Children
Memory Game Directions

Original game "Family Tree Rummy" and artwork by Karin Alfelt Childs
Adapted for the Shift Campaign by Sarah Odhner



Supplies Needed:
2 sets of character cards, 2 game boards.

Memory Game Goal:
Match the highest number of pairs and arrange the cards on the game boards to become familiar with the Patriarchs and their families.

Set-Up:
1. Shuffle cards.
2. Lay all of the cards face down on a table or the floor in rows where all players can reach them.
3. Set the game boards up near the cards.

How to Play:
1. Choose a player to start the game.
2. The player turns over two cards and looks at them to see whether the cards match or not. If the cards match, the player keeps the cards and then takes another turn. If the cards do not match, the player turns the cards back over carefully.
3. Once cards are matched they should be placed on the appropriate space of the game board.
4. Continue until all of the cards have been matched and the game board is complete.