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Hasidic games for Yiddish learning

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This resource is attached to the following pedagogy post::


[<https://ingeveb.org/pedagogy/hasidic-games-for-yiddish-learning>]

GAME LIST

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- .2 [אויבער חכם: אידישע שטעט פֿון אַ מאָל \(Old Jewish Cities\)](#) *
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* **Note:** The **אויבער חכם** and **קארטל שפּיל** game series each include many topic-based variants. Because there are so many decks available, teachers can select and adapt materials based on the deck that best fits their needs.

Name	איבער חכם: אידישע היסטאָריע (Yiddish History)
Related games	There are several dozen games in the איבער חכם series
English equivalent	Top Trumps
Description	2-4 players Each card shows an image, key facts, and numerical statistics relating to the deck's theme. Players compare a chosen statistic from the top card in each player's hand, and the highest value wins the round. The first player to collect all the cards wins.
Level	Novice Low – Intermediate
Skills used	<ul style="list-style-type: none"> ● Reading practice ● Vocabulary – large numbers ● Cultural component – Jewish history
Language model	<p>שפילער א: יאָר! שפילער ב: 5065. שפילער ג: 5587. שפילער ד: 4521. שפילער א: 5674 – איך געוויין! דאָס איז דאָס יאָר פֿון דער ערשטער וועלט מלחמה. Simplified version: דאָס איז די ערשטע וועלט מלחמה.</p>
Notes	This game works well as structured practice of numbers for novice students. Although the gameplay is not particularly engaging, there is some strategy involved in choosing which statistic to compare in a given round. Novice students likely won't know how to pronounce the names of many of the events as they are in <i>loshn-koydesh</i> , so the teacher will either need to omit or adapt this step of the game (for example, by supplying pronunciation guides). More advanced students can use the game as a springboard for studying Jewish history with a focus on the events and historical figures.
Images	
Purchase link	https://judaicaplaza.com/collections/card-games/products/c-pc021

Name	אויבער חכם: אידישע שטעט פֿון אַ מאָל (Old Jewish Cities)
Related games	There are several dozen games in the אויבער חכם series
English equivalent	Top Trumps
Description	2-4 players Each card shows an image, key facts, and numerical statistics relating to the deck’s theme. Players compare a chosen statistic from the top card in each player’s hand, and the highest value wins the round. The first player to collect all the cards wins.
Level	Novice Low – Novice Mid
Skills used	<ul style="list-style-type: none"> ● Vocabulary – large numbers ● Structures – עם זײַנען דאָ / עם זײַנען נישטאָ קײן ● Cultural component – Eastern-European cities and towns
Language model	<p>דער שפּילניק: ווען באַזעצן די ייִדן די שטאָט?</p> <p>אַנדערע שפּילערס: די ייִדן באַזעצן די שטאָט אין _____.</p> <p>דער שפּילניק: וויפּל ייִדן זײַנען דאָ אין שטאָט?</p> <p>אַנדערע שפּילערס: עם זײַנען דאָ _____ ייִדן אין שטאָט.</p> <p>דער שפּילניק: וויפּל נישט־ייִדן זײַנען דאָ אין שטאָט?</p> <p>אַנדערע שפּילערס: עם זײַנען דאָ _____ נישט־ייִדן אין שטאָט.</p> <p>דער שפּילניק: וויפּל שולן זײַנען דאָ אין שטאָט?</p> <p>אַנדערע שפּילערס: עם זײַנען דאָ _____ שולן אין שטאָט.</p> <p>דוגמא:</p> <p>שפּילער א: וויפּל ייִדן זײַנען דאָ אין שטאָט?</p> <p>שפּילער ב: עם זײַנען דאָ 2613 ייִדן אין פּאַפּאַ.</p> <p>שפּילער ג: עם זײַנען דאָ 140,000 ייִדן אין בערלין.</p> <p>שפּילער א: איך געוויין! עם זײַנען דאָ 393,500 ייִדן אין וואַרשע.</p>
Notes	This game works well as structured practice of דאָ and large numbers for novice students. The statistics on the cards claim to be from shortly before WWII, but the information provided is not reliable. When playing, keep in mind that the category “אַלגעמײנע באַפֿעלקערונג” actually seems to refer specifically to the non-Jewish population.
Images	
Purchase link	https://judaicaplaza.com/collections/card-games/products/c-pc036


Name	אידישע קאָפּ (Yiddishe Kup)
English equivalent	Reinhard Staube's Sherlock
Description	2-5 players A series of picture cards are arranged in a circle for everyone to study and then flipped face down. Players take turns trying to remember which object appears on each card by moving around the circle according to the arrows and numbers on the cards.
Level	Novice Low – Novice High
Skills used	<ul style="list-style-type: none"> • Cultural component – religious and holiday-related vocabulary • Vocabulary – ritual objects and numbers
Language model	<p>שפילער א: וואָס איז דאָ? שפילער ב: דער שופּר איז דאָ! שפילער א: ריכטיק! גיי פֿיר מאָל רעכטס. שיפּלער ב: איינס, צוויי, דריי, פֿיר! שיפּלער א: וואָס איז דאָ? שפילער ב: די מגילה? שפילער א: פֿאַלש! די חלה איז דאָ! מיין ריי!</p>
Notes	This game facilitates lively vocabulary practice with engaging gameplay. The objects depicted on the cards are primarily Jewish religious and holiday-related items, but the teacher can easily create additional versions to practice other lexical categories by labeling each image of a target vocabulary set with a number and direction of movement (as in the original deck). Note that the cards provided have only images, not words, so depending on the students' level, the teacher may want to pre-teach the vocabulary or label the cards.
Images	
Purchase link	https://judaicaplaza.com/products/jet-222

Name	מצוות קארטל שפיל
Related games	Other card decks in this family of games include “שבת”, “אלף-בית”, “ברכות”, “ימים טובים”, “עסנווארג”, “תורה”, “קאלירן”, and “תפילה”
English equivalent	Go Fish , Game of Authors , Happy Families
Description	2-4 players Complete sets according to categories. The player with the largest number of completed sets wins.
Level	Novice Low – Intermediate
Skills used	<ul style="list-style-type: none"> • Reading practice • Vocabulary – politeness phrases • Cultural component – religious commandments
Language model	<p>שפילער א: דו האָסט דאָס, קושן די מזוזה? קארטל?</p> <p>שפילער ב: יאָ, נאָ.</p> <p>שפילער א: אַ דאנק!</p> <p>שפילער ב: נישטאָ פֿאַר וואָס!</p> <p>שפילער א: דו האָסט דאָס, לערנען אין חדר? קארטל?</p> <p>שפילער ב: ניין, צום באַדויערן. כאָפּ פֿיש!</p>
Notes	For novice learners, this game can serve as reading practice and an opportunity to practice politeness phrases. The cards are bilingual, which aids in comprehension while supporting gameplay in the target language. For more advanced learners, the game can be used as an authentic text to learn some <i>loshn-koydesh</i> vocabulary and to learn about mitzvahs. At all levels, the teacher may need to prepare some pronunciation guides for the <i>loshn-koydesh</i> vocabulary, although many of the words do appear in English characters in the translation, which can help with pronunciation (though not with meaning). It is also possible to use this game to practice separable prefix verbs by asking students to narrate their actions, such as “איך נעם אוועק דיין קארטל” and “איך לייג אראפ דאָס קארטל”.
Images	<p>The image shows four cards from the 'Mitzvah Card Game' laid out on a wooden surface. Each card features an illustration at the top and bilingual text (Yiddish and English) below. The cards are: 1. Tzedakah (צדיקה): Illustration of hands putting money into a box. 2. Shiur (שיעורי תורה): Illustration of a teacher and student. 3. Mezuzah (מזוזה): Illustration of a hand holding a scroll. 4. Kibud Av Va'em (כבוד אב ואם): Illustration of a family at a table.</p>
Purchase link	https://www.chazakkinder.com/products/mitzvah-card-game

Name	טרעף אַ בילד
Description	2-8 players Players try to get rid of all of the cards in their hand by matching their noun cards to category cards.
Level	Novice Mid – Novice High
Skills used	<ul style="list-style-type: none"> • Reading practice • Vocabulary – everyday objects, adjectives
Language model	<ul style="list-style-type: none"> • קאַרטל: ס'איז געזונט. • שפילער: מילך!
Notes	The cards are labeled and bilingual, which aids in comprehension while supporting gameplay in the target language. This game works well as reading practice and exposure to a wider vocabulary for novice students. More advanced students can increase their speed of play as they will be able to identify objects more quickly and won't need to rely on the English translations as much.
Images	
Purchase link	https://www.toys2discover.com/products/tref-a-bild-find-the-picture


Name	ווער עס ווייסט ווייסט ♥
English equivalent	If You Know You Know
Description	4-12 players Decide which player best fits each question card and vote in secret. The player who earns the most votes for each round keeps the card, and the first to collect 10 cards wins.
Level	Novice Mid – Advanced
Skills used	<ul style="list-style-type: none"> • Reading practice • Comprehension – complex questions • Cultural component – content related to holidays and ritual observance
Language model	קארטל: ווער שפילט נאָר אַ געזים ווילאַנג זיי געוויינען?
Notes	The cards are bilingual, which aids in comprehension while supporting gameplay in the target language. Novice learners can use these cards as reading practice and the game as in-class community-building, while more advanced learners can use the deck as an authentic text to delve into holiday and ritual observance in Hasidic communities. Since the game box contains approximately 150 cards, the teacher can easily curate card decks to suit the needs of the class. The scoring system may be improved upon by assigning points to players who vote for the same player as the majority, similar to the scoring system in the game Dixit. The game cards can also serve as materials for a variety of additional activities in more advanced classes, such as exercises to “translate” Hasidic Yiddish into YIVO-standardized Yiddish, or exercises asking students to sort the cards into thematic categories and to analyze what can be learned about Hasidic culture from these categories.
Images	
Purchase link	https://www.chazakkinder.com/products/ווער-עס-ווייסט-ווייסט

Name	♥ You're Busted
English equivalent	You're Busted! — The Ticking Time Bomb Party Game
Description	4 or more players Draw an action card from the deck while holding the balloon bomb, complete the action, and pass the bomb to the next player. When the balloon bursts, the player holding the bomb has to wear the Hat of Shame.
Level	Novice Mid – Advanced
Skills used	<ul style="list-style-type: none"> • Reading practice • Comprehension – following simple commands • Speaking – fluency under time pressure
Language model	קארטל: רעכן אויס די נעמען פֿון דריי זינגערס. שפילער: רות רובין, משה אוישער, ליפע שמעלצער!
Notes	This fast-paced game works well for in-class community building. The cards are bilingual, which aids in comprehension while supporting gameplay in the target language. The teacher may need to explain or curate some of the cards in the deck to account for the cultural content (e.g. “דריי די באלאָן העכער דיין קאַפּ און זאָג זיך חליפֿתי דריי מאָל” or “רעכן אויס די 12 שבטים אין איין אָטעם”). Novice students can use the game as reading practice and exposure to comprehending simple commands. In this case, it may be beneficial to distribute the cards ahead of time, so students have a chance to prepare. Most of the cards in the pack do not require verbal production from the students, only physical actions, which the English translations can help them execute. Of the remaining cards, many are accessible to novice learners (such as cards that require counting, reciting the alphabet, or naming adjective pairs), while a few others should be reserved for more advanced players. The more advanced players will also be able to pick up the pace of gameplay as they won’t need to refer to the English translations. The game works best when the players are at roughly the same proficiency and reading level.
Images	
Purchase link	https://www.shoepichlers.com/products/youre-busted-card-game/50487

Name	דאלער \$1000 (\$1000 Dollars)
Related games	מצוה מילס
English equivalent	Mille Bornes
Description	2-6 players Be the first player to raise \$1000 for <i>tsedoke</i> . Avoid obstacles and prevent other players from raising money as fast as you.
Level	Novice Mid – Novice High
Skills used	<ul style="list-style-type: none"> • Vocabulary – weather terms and numbers • Structures – separable prefix verbs
Language model	<ul style="list-style-type: none"> • איך לייג אראָפּ \$100 פֿאַר צדקה. • איך וואָרף אוועק \$25. • איך וואָרף אוועק אַ מיכשול־קארטל. • עס פֿאַלט אַ שניי! • איך האָב אַ לאָפעטע!
Notes	This game does not intrinsically require players to use a lot of language, but teachers can create preparatory activities with sentence frames that will allow students to narrate their actions, creating a context for the usage of several separable prefix verbs, numbers, and weather-related vocabulary.
Images	
Purchase link	https://www.toys2discover.com/products/1000-card-game


Name	מצוה קינדער קרוין
English equivalent	Hedbanz
Description	2-6 players Win mitzvah notes by correctly guessing the picture card in your “crown” in this 20-questions-style game.
Level	Novice Mid – Advanced
Skills used	<ul style="list-style-type: none"> • Vocabulary – asking questions; everyday objects • Cultural component – positive commandments
Language model	<p>שפילער א: צי בין איך א כשרה חיה? שפילער ב: יא! שפילער א: צי קען איך שווימען? שפילער ב: יא! שפילער א: צי בין איך א פֿיש? שפילער ב: יא! שפילער א: איך באַקום אַ מיצווה צעטל! „דער רבי בלאַזט שופֿר אום ראש השנה!“</p>
Notes	This game is very adaptable to various levels of learners. The cards are bilingual, which aids in comprehension while supporting gameplay in the target language. For players at the novice level, a question card with question prompts to follow is provided, as well as a picture sheet that can be used to reference all the cards in the game. For increasingly higher levels, students can opt not to reference the question card and/or the picture sheet.
Images	
Purchase link	https://www.shopeichlers.com/products/mitzvah-kinder-crown-game/43145

Name	איך פֿיל ♥
English equivalent	Some similarity to “Apples to Apples”
Description	2-8 players Players take turns serving as the judge and drawing an emotion card. The other players each submit an object card and explain why it fits that emotion, and the judge chooses the most convincing or entertaining match.
Level	Novice High – Advanced
Skills used	<ul style="list-style-type: none"> • Vocabulary – feelings and emotions • Structures – direct objects; objects of prepositions
Language model	<ul style="list-style-type: none"> • שױפֿט: פֿאַר וואָס בין איך דאַנקבאַר? • שפּילער א: דו ביסט דאַנקבאַר ווייל דו פֿאַרסט אויף אַ רײזע קיין פֿאַריז מיט דעם טשעמאַדאַן.
Notes	This is a very engaging game with many potential variations of gameplay. For example, students can choose objects that explain <i>why</i> the judge feels a particular emotion, or they can choose objects that would best help the judge <i>cope</i> with their emotion. Teachers can also adjust the language model to have the conversation take place in the past tense, or with modal verbs, for example. Although the noun cards in the original game come unlabeled, the teacher can create Yiddish labels for the noun cards so that students are not limited by specific vocabulary. It is helpful to include grammatical genders with the nouns. Unfortunately, this game seems to be out of print and difficult to find in stores. However, teachers could create their own card decks with sets of emotion words and labeled nouns (or borrow noun cards from a different game).
Images	

Name	שריי דריי ♥
English equivalent	5 Second Rule
Description	3 or more players Players must name three items from a specific category within five seconds.
Level	Novice High – Advanced
Skills used	<ul style="list-style-type: none"> • Vocabulary – everyday objects • Speaking – rapid recall and fluency under time pressure
Language model	קארטל: שריי דריי זאכן וואָס זענען ווייס. שפילער: מילך, לבנה, פאפיר!
Notes	This is a fast-paced, high-energy game. The teacher may want to curate which cards from the deck the students use in class, since some category topics may be sensitive or unfamiliar. For example, students are unlikely to be able to name three items in the category “בדחנים” or “אמוראים”, and the category “לאַגערן ביים צווייטן וועלט קריג” is not well suited to an otherwise lighthearted and fun-filled activity. The teacher may also curate cards based on the students’ proficiency level. The teacher should also be prepared to address the Hasidic Yiddish used in the game, in particular the English loanwords (e.g., “ספייסעס” or “דיפס”) and grammatical gender markers that are inconsistent with standardized Yiddish.
Images	
Purchase link	https://www.toys2discover.com/products/shrie-drei-1

Name	שפיץ קאָפּ ♥
Related games	שאַרפֿע קעפּ
English equivalent	Scattergories: The Card Game
Description	2 or more players Players combine a category card with a letter card and must name a word in that category that begins with the given letter. Depending on the variation, everyone may use the same letter or choose their own, and the fastest or most suitable answer wins the round.
Level	Novice High – Advanced
Skills used	<ul style="list-style-type: none"> • Reading practice • Speaking – rapid recall and categorization
Language model	קאַרטל: איך האָב ליב צו... סטודענט א: נייען!
Notes	The variant of gameplay can be chosen according to the level of the students. For Novice learners, each student should have a set of letter cards and be able to choose any letter from their hand when coming up with a word for each category. More advanced students can compete for who is the first to come up with a word starting with the given letter for each category. Note that some category cards rely on cultural knowledge.
Images	
Purchase link	https://www.toys2discover.com/products/shpitzkup

Name	יאָ ניין
Related games	ענטפער אין אַ מינוט
English equivalent	Yes! No! Game
Description	2-6 players Answer 10 questions with less than two seconds per question; do not use the words “yes” or “no,” and do not repeat an answer.
Level	Novice High – Advanced
Skills used	<ul style="list-style-type: none"> Speaking – rapid responses under time pressure; spontaneous interaction; circumlocution Vocabulary – adverbs; words of agreement, disagreement, and probability; discourse markers
Language model	<p>שפילער א: דער הימל איז בלוי? שפילער ב: אָוודאי! שפילער א: אויך ווען ס'איז פֿאַרוואַלקנט? שפילער ב: אַ מאָל איז ער גרוי. שפילער א: דו האָסט ליב רעגן? שפילער ב: איך האָב בעסער ליב שניי. שפילער א: האָסט שוין אַ מאָל געזען אַ בליץ? שפילער ב: עטלעכע מאָל! שפילער א: האָסט זיך דערשראָקן? שפילער ב: ניין! שפילער א: סטאַפּ!</p>
Notes	This game is an excellent vehicle for using discursive vocabulary and conversational strategies, since players must respond quickly while avoiding the most obvious words and relying on alternative phrasing. Students will benefit from a warm-up activity on affirmative and negative expressions (e.g., “בשום־אופן נישט”, “זיכער”, and “אויף קיין פֿאַל”), probability words, frequency adverbs, and filler expressions. The teacher may need to explain or curate some of the cards in the deck to account for the cultural content.
Images	
Purchase link	https://www.chazakkinder.com/products/yes-or-no-game

Name	יאפטשיק ♥
English equivalent	Pickles to Penguins
Description	2-10 players Be the first player to use up all your cards by making full-sentence connections between your card and a card in the center pile.
Level	Novice High – Advanced
Skills used	<ul style="list-style-type: none"> • Vocabulary – everyday objects, adjectives • Speaking – circumlocution, categorization
Language model	<ul style="list-style-type: none"> • א שטריימל און א בערעלע זיינען ביידע ווייך. • דער אויטאָ איז געל און די באַנאַנעס זיינען געל. • מע טרינקט קאַווע מיט אַ חבֿר און מע רעדט אויפֿן טעלעפֿאָן מיט אַ חבֿר.
Notes	The cards in this game are unlabeled. Depending on the level of the class, the teacher may choose to create Yiddish labels for the cards. This game works well for practicing circumlocution, as students can come up with creative ways to talk about the items they are connecting even without having the exact vocabulary for the most straightforward statements. The game can be played competitively (who can connect two cards the fastest) or with turn-taking (everyone comes up with one connection to the top card).
Images	
Purchase link	https://www.toys2discover.com/products/yapchik

Name	כאפלאפ ♥
Description	2-6 players Search for an object that can be part of a creative and suitable solution to your problem. The first player to find 12 solutions wins.
Level	Intermediate Low – Advanced
Skills used	<ul style="list-style-type: none"> • Speaking – circumlocution; spontaneous oral production • Structures – compound sentences; future tense or modal verbs
Language model	קארטל: איך וויל קויפן א מתנה פֿאַר מיין באַבע אָבער איך האָב נישט קיין געלט. שפילער: איך וועל קלייבן בלומען פֿון מיין גאַרטן, דאָס וועט זיין אַ גוטע מתנה!
Notes	This is a very engaging game to encourage fluent speech, problem-solving, and creative language use among students. Although the prompt cards are bilingual, students will need to be able to produce language at a relatively high level to construct solution statements using the object vocabulary provided.
Images	
Purchase link	https://www.chazakkinder.com/products/choplapp-magnetic-board-game

Name	אונדזער וועלט
English equivalent	Newlywed Game
Description	2 players Players try to predict how a partner will answer personal or opinion-based questions, revealing how well they know each other.
Level	Intermediate High – Advanced
Skills used	<ul style="list-style-type: none"> • Speaking – elaborating on preferences and experiences • Structures – past tense; expressing likes/dislikes; opinion statements
Language model	שפילער א: וועלכע סאַרט שפילערייען האָסטו ליב געהאַט אַלס קינד? שפילער ב: אַלס קינד האָב איך ליב געהאַט צו שפילן, שאַקל און טרעף?.
Notes	The game is intended as a therapeutic tool for couples to get to know each other better, but it can work well in class as a springboard for oral history-style conversations. Partners can compare their answers to the questions provided to find commonalities. It does not seem that this game can be purchased online, but the game box suggests calling 845.774.4050 to order a copy.
Images	<p>The image shows five cards from the 'Newlywed Game' laid out on a wooden surface. Each card features a question in Yiddish and a colorful wave graphic at the bottom. The cards are numbered 2, 7, 9, 10, and 17 from right to left.</p>

Additional Games

Name	אַ טריפ צו די שטעטעלעך
English equivalent	Ticket to Ride
Description	Travel by bus through the towns of Eastern Europe. Collect and play bus cards in order to place your pieces on the board, attempting to connect cities on your destination cards.
Notes	This game is very involved and does not intrinsically require players to use a lot of language. There is the cultural component of Eastern-European geography, but the map is not very accurate.
Purchase link	https://www.toys2discover.com/products/a-trip

Name	קפיצת הדרך
Description	Travel around the world by plane, visiting destinations significant to Jewish history, both towns (such as Leżajsk [Lizhensk]) and countries (such as Morocco). Game play has some similarities to Ticket to Ride.
Notes	The game is quite involved and takes a significant amount of time to play, while providing limited language practice. It does have a valuable cultural component, with game cards that include information about important geographical locations in Jewish history and mitzvahs related to travel, but overall, the time investment may not be justified, except perhaps for more advanced students.
Purchase link	https://www.chazakkinder.com/products/kfitzas-haderech
Name	שאקל און טרעף
English equivalent	Boggle
Description	Find as many words as possible by connecting adjacent letters on the grid before time runs out.
Notes	This game is likely too challenging for all but the most advanced students.
Purchase link	https://www.shopeichlers.com/products/shukel-in-tref-boggle-game/51504

Name	דייל שפּייל
English equivalent	Monopoly
Description	Buy, build, and charge rent on a series of properties, strategically bankrupting all opponents to become the sole owner of all wealth and real estate.
Notes	The amount of involvement required in gameplay and the limited use of language during the game do not really make the time investment feel worthwhile or justified.
Purchase link	https://www.chazakkinder.com/products/deal-shpiel-card-game

Name	אַבנאָרמאַל
English equivalent	Cards Against Humanity
Description	Create the funniest, most creative phrase by pairing your silly answer cards with the prompt card played by the judge. The judge chooses the best combination to win the round.
Notes	Although this game type offers high potential for a language class by encouraging language use through fun and social gameplay, this particular version is disappointing, because the quality of the cards is poor. A large proportion of cards are not compelling; instead, they consist of English words transliterated into Yiddish characters (much more so than is typical for contemporary Hasidic Yiddish).
Purchase link	https://www.eichlers.com/abnormal-a-bna-rma-l-card-game-for-adults-kids-ages-10-mm2164.html