

Ushpizin Headbands: Game Rules

Before playing the game, print out each headband and its additional band. Glue or tape the headband to its additional band. Prepare additional headbands as needed for the size of your class. In a class with more than 4-5 students, split students into groups and prepare a set of headbands for each group. Once the game begins, ask students to close their eyes, and then affix a headband to each student's head or appoint a student volunteer to do so. Use paper clips or tape to size the headband to each student's head. If relevant, students should read the *ushpizin* info sheets and familiarize themselves with each of the individuals before beginning.

Sit all students in a circle. The youngest player starts, then the play continues to the left. On each student's turn, they should flip the timer or set the stopwatch for 15 seconds, then ask a series of yes or no questions to determine the identity of the *ushpizin* on their headband. If students can guess correctly within the time allotted, they can put on another headband if one is available and then can continue playing until time runs out. If they were unable to guess correctly in the time allotted, they can try again in their next turn. Play then passes to the next student and continues on in the same way until all students have completed their turns and guessed correctly.

The game ends when all *ushpizin* headbands have been used and guessed correctly.