

Zugotiyot English

Catch the Match

There are many ways to play 'Catch the Match'. The idea is the same:

to match as quickly as possible. The player who identifies the common symbol says the name of the symbol and then takes the card or places it or gives it to his friends, depending on the game chosen.

Remember each card has only one identical symbol. The game is exciting and dynamic with all the players joining in at the same time.

Game no. 2

Deal all the cards, one at a time, to all players. Place the last card in the middle of the table, face up. Each player makes a draw pile placed before him, face down. The object of the game is to be the fastest to get rid of all your cards.

On go, the players flip their draw pile face-up. Players must be faster than the others to discard the cards from their draw pile by placing them on the card in the middle. To do that, they have to name the identical symbol between the top card in the middle. As the middle card change as soon as a player places one of his cards on top of it.

The winner: The fast player to get rid all of his cards.

The more you play, the more proficient you become, the fun gets greater.

Differentiating and matching the symbols, develop the players' memory, vital for every learning exercise. The symbols chosen for this game are letters, numbers, colors and a few more shapes - basic knowledge for school.

In the version of **Hand Script** and **Rashi Script**, there is an added element of identifying the same letter in different scripts as the 'match'.

The English Version can be used as a first learning exercise for either English speakers or for those learning English as a second language. In this version they say the symbols in English.

Have fun!

Game no. 3

At this option, players over multiple rounds. On each player a card he will keep hidden in their hand without looking at it. Set the remaining cards aside, they will be used for the subsequent rounds. The object of the game is to be faster than the other players to get rid of your card.

On go the players reveal their cards while making sure that all the symbols are clearly visible. As soon as a player finds the identical symbol between his card on the opponent's card. The player names it and place his card on the opponent's card. That opponent must now find the identical symbol between this new card and those of the remaining players. If that player manages to do so, all of his cards are given at once.

The last player, who ends up with all the cards, loses the round and places them on the table near himself. The

Before you begin - know the symbols:

V - v	K - k	A - a
U - u	L - l	B - b
W - w	M - m	C - c
X - x	N - n	D - d
Y - y	O - o	E - e
Z - z	P - p	F - f
on	Q - q	G - g
off	R - r	H - h
yes	S - s	I - i
no	T - t	J - j

players start as many new rounds as they want. When there are no more cards to hand out, the game stops and the losing player is whoever has gained the most card.

The Lucky Cards.

ת - Give - A player who gets a **G** takes out from his pile all the cards which have on them the symbol G. Game 2- the player puts them in the center pile. Game 3 (Only for two players) - the player divides them out between the other players.

תק - Take - A player, who gets **T**, Game 2 takes out all the cards from the center which have on them the symbol T and add them to his pile. Game 3- all the players give him their.

The game can also be played without these 2 cards.

1 - one	cat	red
2 - two	fish	yellow
3 - three	ball	blue
4 - four	pencil	green
5 - five	apple	black
6 - six	book	white
7 - Seven	house	orange
8 - eight	stop	brown
9 - nine	clock	baby

The symbols are always the same size and color.

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