



## How to Host an Oneg Shabbat Part V: Games/Activities

וְקָרָאתָ לַשַּׁבָּת עֵנֶג.  
*You shall call Shabbat a delight.*

### Games/Activities

#### Paper Bag Dramatics

Before Shabbat, fill four or five paper bags with a variety of random objects, six or seven objects per bag. In addition, put one Jewish saying in each bag (sayings available to print at [babaganewz.com](http://babaganewz.com)).

At the oneg, divide participants into groups. Each group chooses a bag and must create a short skit, song, or story based on the Jewish quotation using all the objects from the bag.

#### Human Anagrams

Divide oneg participants into two teams. Choose one person to act as the master of ceremonies who will use the printable list of ten questions for this game. Each team will need one set of alphabet cards with enough letters to answer each question. The letter cards are then distributed to the players on each team. The leader poses a question from the question list to the teams. The first team to arrange its players to spell out the answer gets one point. The team with the most points after the last question wins.

#### Challah to Challah

Before Shabbat, brainstorm a collection of at least 100 Jewish nouns—ritual objects, holidays, places in Israel, Jewish personalities, Jewish values, Jewish foods, etc. Click [here](#) to find ideas to get you started. Write each of the nouns on an index card. Then, brainstorm 30 adjectives and write them on index cards using a different color ink from the one you used for the nouns. (A list is available [here](#).) You will have just created an original version of Challah to Challah (a game remarkably similar Apples to Apples®).

When it is time to play at the oneg, deal a set of noun cards to participants. If you have a large group, it is fine for players to play in pairs or on teams of three or four. Have the group choose one person to act as judge for the first round. (Go around the circle in order in subsequent rounds). The judge turns over an adjective card. Teams have to select a noun card that best fits the adjective and place it face down in the center of the play area. The judge mixes the noun cards so no one knows who played which card. The judge reads each noun card aloud, and selects the one he or she thinks is the best. The team that played the selected noun card gets the adjective card and wins the round.

To keep score, teams keep the adjective cards they have won until the end of the game.



The judge then collects all of the noun cards that were played during that round and places them in a pile that is out of play. Continue to play until one team has won 5 adjective cards.

### Shabbat Table Card Pass

Object of the Game: To collect a full set of Shabbat symbol cards

Number of Players: More than two

Before Shabbat: Download and print one sheet of cards more than there are players, on cardstock if you can (available at [babaganewz.com](http://babaganewz.com)). The cards are: Shabbat candlesticks, candles, challah tray, challot, challah cover, Kiddush cup, wine/grape juice bottle. Cut the sheet along the dotted lines.

How to Play:

- Shuffle all the cards.
- Deal seven cards to each player. (The extra cards are not in play.)
- Together, players count: "One, Two, Three, Pass!" and pass one card to the player on their left.
- As soon as the pass is made and everyone has a chance to look at their cards, count again and pass again, passing a card that you have two of as you try to collect a full set of the seven Shabbat symbols.
- Keep passing until one player has collected all seven cards – one of each picture – and calls "Shabbat!"

Another option: Add a free card to the deck.

### Alphabetical Activities

This game needs no materials and can even be played by one person.

Object of the Game: Find a Jewish-related word for every letter of the alphabet.

How to Play: Take turns going clockwise around the table, starting with the person whose name is *last* alphabetically. Each person states a word (or phrase) that relates to Judaism in any way. Think about holidays, symbols, famous Jewish people past or present, Hebrew words, or anything else you can think up.

The first person thinks of something that begins with the letter "A", the next person thinks of something for "B", and so on through "Z".

Optional: Players have to recite all the things that the other people have said before adding their own alphabetical activities.

### Twenty Questions with a Twist

The object of the game is to identify a person that the oneg participants should know.



To play, choose one person to be The Thinker. The Thinker then silently chooses a person—either living or dead—that other players should be able to identify.

The Thinker starts off the game by giving the first letter of the person he or she has selected. If it is a person known by a full name, the Thinker gives the first letter of the last name. If it is a person only known by one name (for example, Avraham), then the Thinker provides the first letter of that name. You may make a rule that limits the choices to a specific category such as Jewish heroes, famous Jewish actors, etc.

Once the Thinker has announced the letter of the name, players can take turns guessing the identity of the chosen person by asking questions. To do so, players think of people whose names begin with the given letter. As soon as someone comes up with one, he or she asks a question that gives a clue. For example, if the mystery person's name begins with "A" someone could ask "Are you a cartoon character?"

If the Thinker can figure out someone who matches the clue and whose name begins with given letter, he or she should respond, "I am not Archie." The Thinker only needs to think of an answer that fits the question even if it is not the answer that the player anticipated.

Another player then can ask, "Did you party for seven days with the citizens of your town?" If the Thinker cannot identify to whom the question refers, the player names the person (King Ahashverosh) and has won the right to ask a direct yes/no question about the mystery person. The probable first question might be "Are you mentioned in the Bible?" The Thinker must answer this question (in this case, "Yes").

Players continue to ask questions that can stump the Thinker and provide them with an opportunity to ask yes/no questions that can help them discover the identity of the mystery person. Play continues until someone can guess the mystery person. The player then presents his or her guess as a clue, for example: "Are you a patriarch of the Jewish People?" The Thinker asks: "To whom are you referring?" If the player had identified the correct answer (Avraham) the round is over and the group chooses a new Thinker.