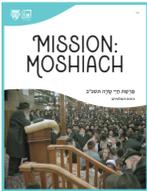


SAY WHAT?

1. What's the point?



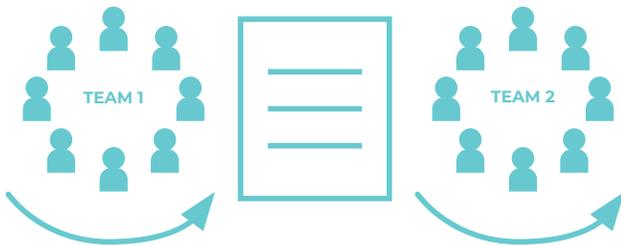
In the famous sichah of Parshas Chayei Sarah Nun Beis, the Rebbe explains that to be a good shliach you need to do two seemingly opposite things: (1) give your entire metzius to the mission of the meshaleiach (2) at the same time, use your own special koichos to fulfill the mission to the best of your ability. The Rebbe goes on to say that the purpose of all shlichusin is to bring Moshiach. This game will teach the importance of combining creativity with a mission and purpose.

2. Preparation



Print out **instruction cards** in advance (and the **discussion card**, if needed), and collate **playing tablets**, one for each player. The playing tablets are created by making a stack of pages bound (or paperclipped) together. Alternate the lined and unlined cards provided (starting with a lined card). The total number of cards in the booklet should be the same as the number of players on each team.

3. The Game



This is a combination of "Broken Telephone" and "Pictionary". It is designed for children **Grades 4 to 7**.

Group participants in even-numbered teams of 6 to 10 players, and have each team sit in a circle. You need at least two teams. Give each team an **instruction card**, and each member a **playing tablet**. Give them a couple minutes to share the instructions from the instruction card.

Note: If you have odd numbers for teams, you can designate one player (or one on each team) to be in charge of the timer and to read/implement the instructions to their group. If you have more than two teams, give the additional team(s) copies of **Team #1's** instruction card. If you do not have enough participants to make two teams, you can play the game twice, once with the instruction card for **Team #1** and a second time with instruction card for **Team #2**.

At the say of "go" the players all write down a popular phrase or saying. After 15 seconds call out, "Switch!" or press a buzzer, and each player hands their stack to the player on their right. They each read the words on the lined card, then move the card to the back, revealing their picture card. They have 30 seconds to draw a picture illustrating the phrase they received before you call out/buzz again. When each player sees the picture they receive, they look at it, move it to the back and write down a phrase that they feel describes the picture they received. They again switch to the right; players read the phrase, move the card to the back and draw the "new" phrase. Alternate time and actions, until each player gets back their original phrase.

When play is complete, ask the players to share their card trains and choose the best/funniest/most accurate and have the original author present it to the whole group.

4. The Message



The instruction cards each team received are identical, with one exception: Team #2 has the additional direction to write/draw "on the topic of Moshiach." When the final story trains are presented to the group, it will become obvious that the group **without** a specific theme directing it produced a final result that is very different from the first card's direction, while the team **with** a "mission" is all connected and makes sense.

5. The Conclusion



You can use the Discussion Card that is included to have the participant understand the connection between the game and what they have learned, or carry on an informal discussion on the topic.