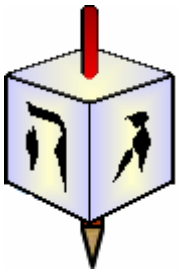
# Hanukkah Activity - Make A Dreidel

**Maths application:** using nets (A net in maths terminology usually refers to 3-D geometric figures. It is the 2-D pattern that creates the figure.)

**RS:** The jewish festival of Hanukkah - Dreidel is a traditional game played at this time.

**Art and crafts:** use of scissors - perhaps colour and design.



**Requirements:**

- Dreidel Pattern printed onto lightweight card.
- Scissors
- Hole punch
- A short, sharpened pencil or dowel (about three inches long)
- Nuts, raisins, pennies, or whatever you want to play the game - the children could make counters!

**Step One** - Print out the dreidel nets on lightweight card - then photocopy the number you need. There are two pages of nets included on this worksheet - one already coloured - one blank - you could make it a colouring/design activity too!

**Step Two** - Children cut the net out. The holes at the top and bottom need to be carefully cut out - you could hole punch these!

**Step Three** - Fold the pattern into a box shape and glue the flaps in place on the inside of the dreidel. Let the glue dry.

**Step Four** - Push the pencil or dowel through the holes so that the point comes through the bottom. Secure with a little sellotape if necessary.

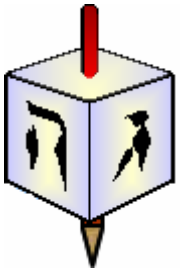
**Step Five** - Play the dreidel game!!

# The Dreidel Game - How to Play

This game is traditionally played at Hanukkah.

To play the game, each player should start with 10-20 counters or sweets.

Each person puts one object in the middle. Then each person takes a turn at spinning the dreidel. What letter the dreidel shows when it is finished spinning determines what each person must do.



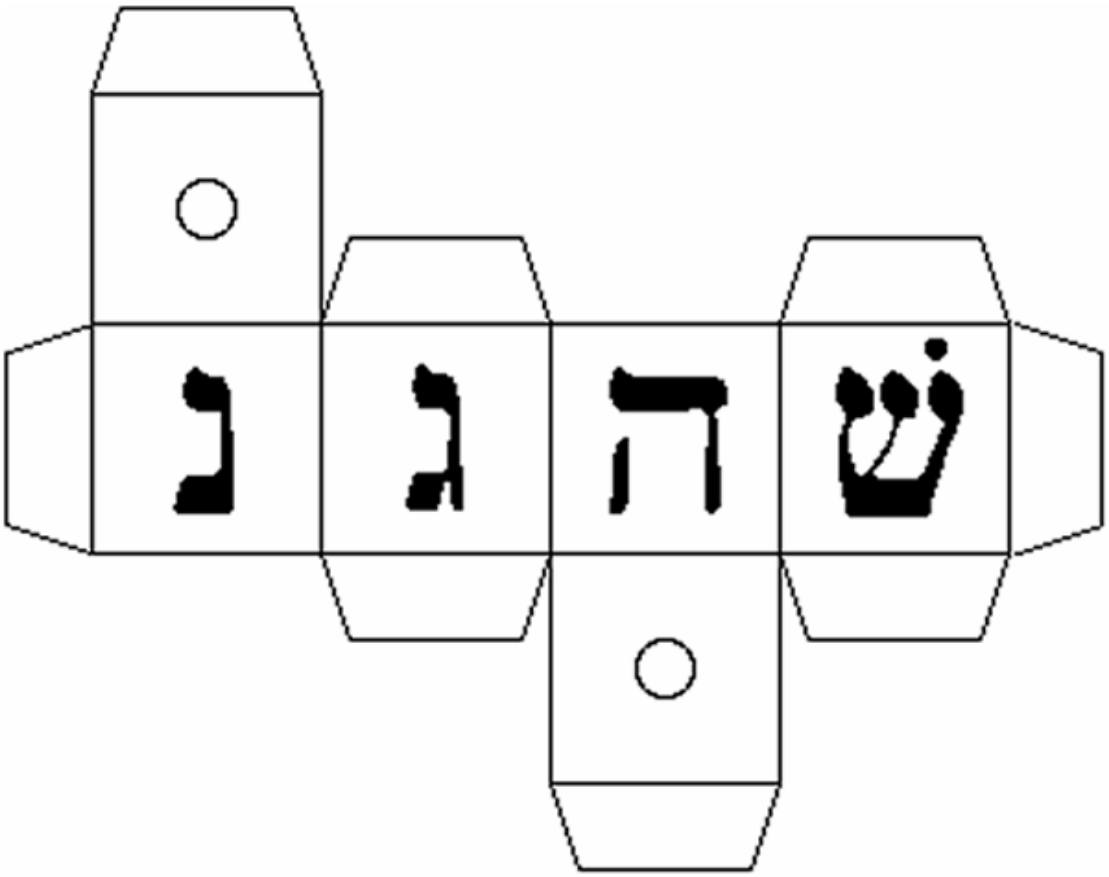
נ (N) or nun stands for nicht or nothing. If the dreidel lands on nun, you do nothing.

ג (G) or gimmel stands for ganz or all. If the dreidel lands on gimmel, take everything in the middle.

ה (H) or hay stands for halb or half. If the dreidel lands on hay, take half of what's in the middle plus one if there's an odd number of objects.

ש (SH) or shin stands for shtel or put in. If the dreidel lands on shin, put two objects into the middle.

When only one object or no objects are left in the middle each player adds one. When a player has everything, he or she wins!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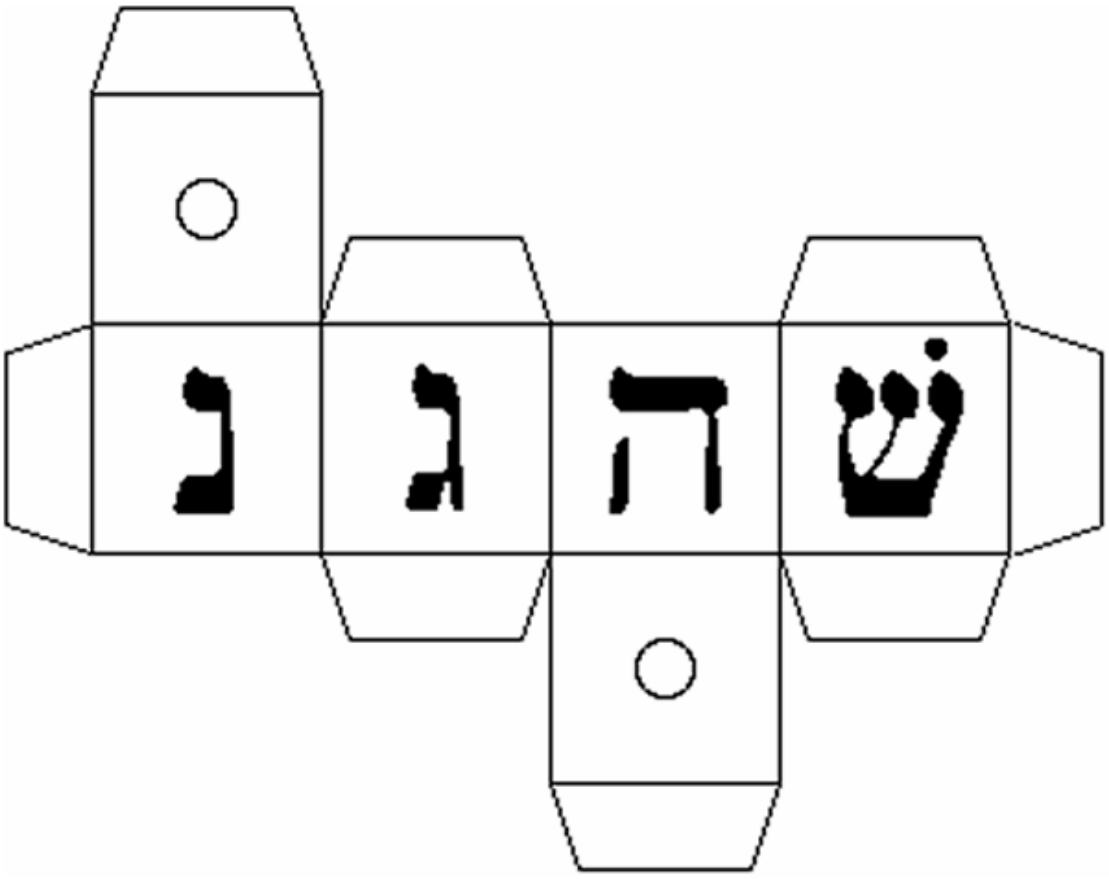
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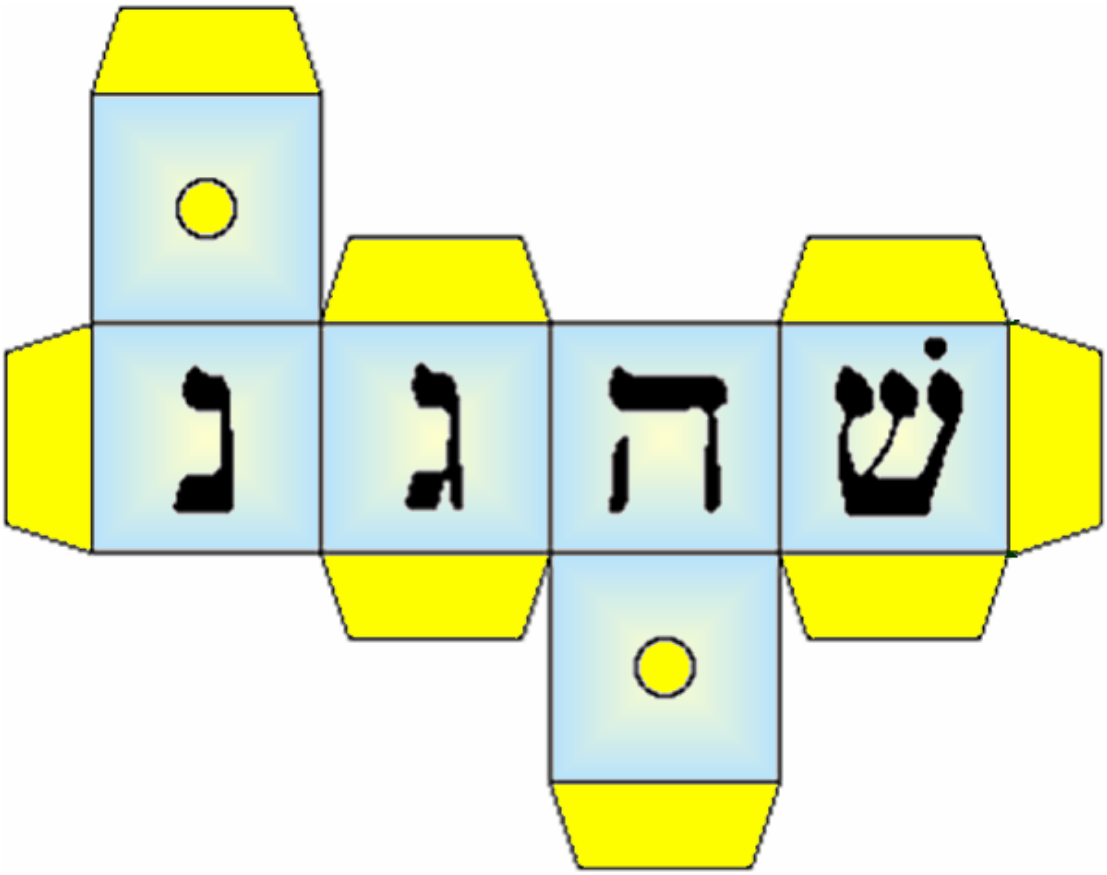
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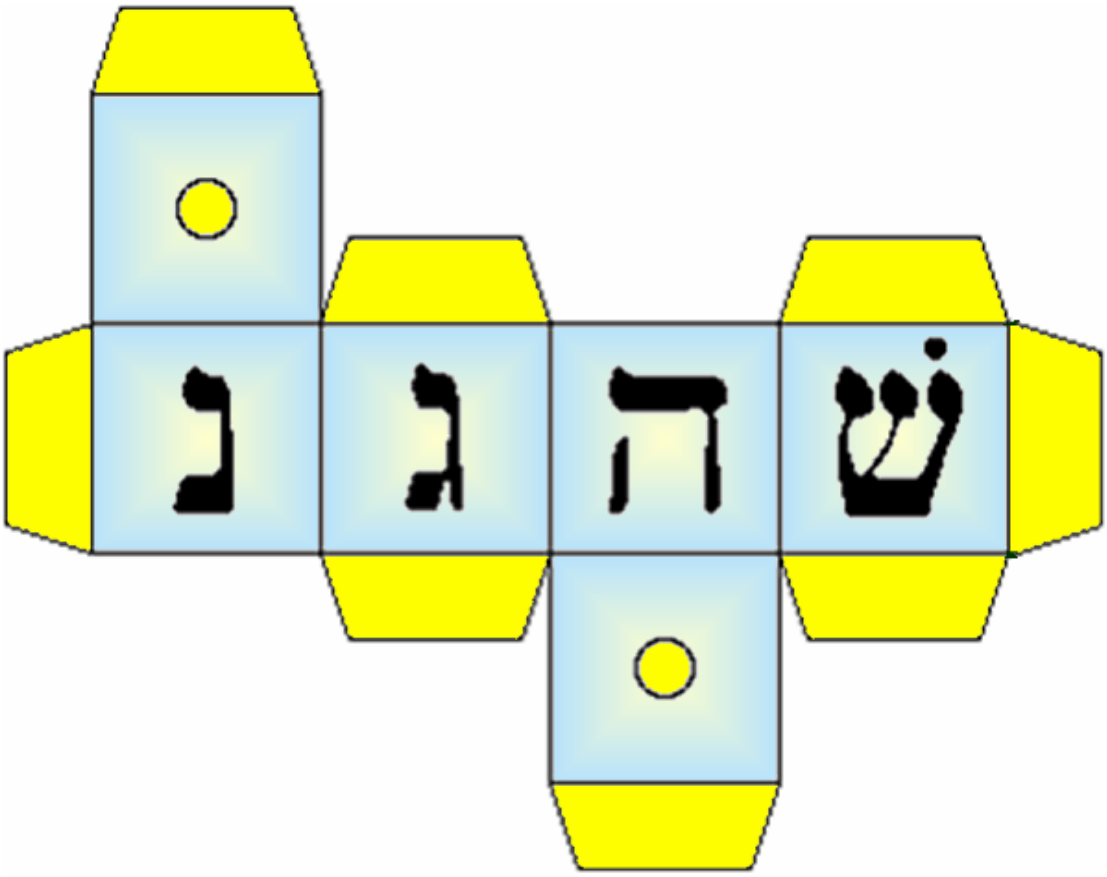
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