

V'ahavta L'reyecha Kamocha: Hedbanz Game

By Tzipora Hurwitz

Grade Level: Elementary, Middle School, High School, Special Ed

Description:

Play this variation of Hedbanz using pictures of your students to hone Middas Ayin Tova and promote Ahavas Yisrael! Hedbanz is a fun guessing game in which players wear a mystery picture on their heads that everyone can see except themselves! In this variation, fellow students will take turns telling the mystery-picture wearer about an area in which the person on their headband excels to help him identify who it is that is on his head!

What to download

- Download the print-ready PDF file (includes lesson plan/instructions).

Materials Needed:

- Cardstock
- Stapler
- Photograph of each child
- Blu-tac/Velcro
- Timer

Instructions:

1. Cut strips from the cardstock to make enough headbands for all of the players. (Headbands are worn around the head like a crown.) Staple to size.
2. Put either a piece of Velcro or Blue-tac in the center of the headband. If using Velcro, place a corresponding piece on the back of each picture.

TO PLAY:

1. Seat players in a circle.
2. Give each player a headband and (without the student seeing the picture!) affix a picture to the center of each headband.
3. Set timer to predetermined length of time.
4. The first student asks his peers for positive traits exemplified by the person who appears on his headband. If he has not guessed whom he is wearing by the time the timer rings, his turn is over and he must wait until all of the other players have gotten a turn to hear more about his mystery picture.
5. Continue game play until all students have guessed whose picture is on their crown.

Variations:

Choose a group of students to go to the front of the room. Give them each a headband with a picture of a classmate on it. Place the rest of the pictures face-down in a pile. Each student at the front of the room gets a predetermined amount of time to listen to their classmates in the audience hint about their mystery person's positive Middos and to try to guess his identity. If a player correctly guesses the identity of his mystery person, he gets to take another picture from the pile and put it on his crown. This player continues listening for clues, guessing identities and taking new pictures until his time is up. At this point the next player gets a turn. The player to collect the most pictures wins.