

Dreidel Game Instructions

This traditional Jewish game can be played with a small group or with the entire class. Give each player 12 markers (e.g., candy pieces, raisins, or dried beans). Each player puts one marker into the pot, or center of the circle. One at a time, players take turns spinning the dreidel. During his turn, the player follows this code according to which side of the dreidel faces up after his spin:

נ (Nun)—player does nothing

ג (Gimel)—player takes all the markers in the pot

ה (Hei)—player takes half the markers in the pot

ש (Shin)—player adds a marker to the pot

When the pot is empty or has only one marker left, each player adds another marker to the pot. Play continues until one player has collected all the markers.

