

GAMES



Gameplay Ideas for The Jewish Philanthropy Deck + The Jewish Philanthropy Compass

Honeycomb offers a multitude of engaging digital + physical resources for Jewish youth philanthropy programs. Two of these physical resources are the Jewish Philanthropy Deck and The Jewish Philanthropy Compass.

The Jewish Philanthropy Deck, from our new Changemakers curriculum, can be used in a multitude of ways to enhance your philanthropy experience by exploring your identity through giving.

The Jewish Philanthropy Compass is a visionary tool to guide your philanthropy process. The Compass allows you to navigate how to align your philanthropy with Values, Mitzvot (principles) and Justice Issues. On the inside, the core, are the Values, the “why” that guide us. Moving out, we encounter the particular Jewish imperatives (the drivers of our actions) that tell us how to put the big ideas into practice, and on the outside we engage with real-world causes - the Justice Issues - we want to address.

The Jewish Philanthropy Compass and Philanthropy Deck can be used on their own or with one another. Check out the following gameplay ideas!



This symbol means that the game involves both the Compass + Philanthropy Deck.



This symbol means that the game involves only the Philanthropy Deck.



This symbol means that the game involves only the Compass.

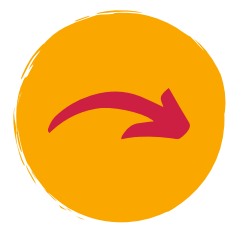




Get In Line

1. Turn the compass so all the circles move randomly.
2. Flick the spinner and see the three elements that it points to.
3. Ask the person who spun the arrow to come up with an example of a challenge or area specific to the Justice Issue.
4. The rest of the group use the Mitzvah and the Value (pointed in line with the spinner) to address/solve the challenge. e.g: High cost of summer camp: lovingkindness + love the stranger = anonymous scholarship fund to help those outside the community who don't have a local Jewish summer camp in their area go to a new summer camp.)
5. Optional: for more information on Mitzvot or Values, use the explanations/texts on the card deck as a guide.

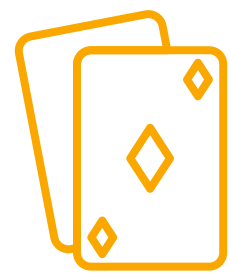




IRL (In Real Life)

1. Turn the compass so all the circles moved randomly.
2. Flick the spinner.
3. Choose one of the three in line with the spinner, name an example of where you saw this element present (in your life, TV, an article, a book, etc), and an example of where it was absent.
4. Optional: for more information on Mitzvot or Values, use the explanations/texts on the card deck as a guide.

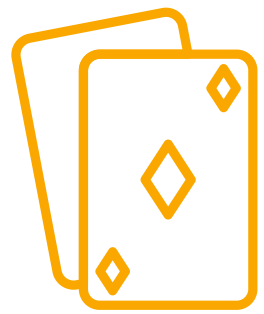




The Judge Is In

1. Choose a “judge” – this will change each round.
2. The judge randomly chooses a Values card to be in play. The Mitzvot are shown on the table face up and are always in play (not picked up by the players).
3. Other players are dealt Justice Issue cards (depending on number of players this might be 4-6 cards each).
4. The judge closes their eyes and the other players choose a Justice Issue which they think the judge will approve of as a link to their Value. The players take their chosen Justice Issue and place it on top of the Mitzvah card that they think enhances their decision (multiple players can utilize the same Mitzvah card.)
5. The judge opens their eyes and chooses their favorite Justice Issue according to the Value/Mitzvot match as it supports the Value that they selected. They can also be guided by their own preferences / leanings towards the Justice Issues.
6. The player who played the winning card, gets a point.
7. A new judge is chosen; repeat steps 1-6.





Rosh Up

1. Players can be split into pairs or the game can be played as a group.
2. One player takes a card at random and places it on their forehead.
3. They must guess what their card is, based on clues from their partner/group.
4. The partner/group cannot use any words that are listed on the card, and they can't state whether the item is a Mitzvah, Value or Justice Issue.

