

The purpose of this game is to provide students an exciting way to gain insight into the day-to-day life of a Muslim child. While some daily activities are different, most are the same as those done by any typical child.

Teacher Instructions

Copy the gameboard and laminate it. You may also wish to color the spaces on the board.

Materials:

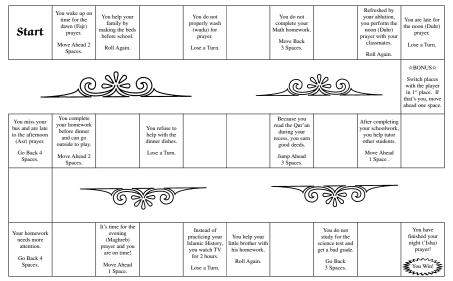
- 2 to 4 markers (buttons, paper scraps, etc.)
- 1 die
- gameboard

Rules of the Game

The object is to be the first to finish the night prayer by reaching the end of the gameboard.

- 1. Each player rolls the die, and the player who rolls the highest number plays first. Play rotates to the right.
- 2. Players take turns rolling the die and moving the indicated number of spaces.
- 3. The player reads and follows the instructions of the space on which he or she lands.
- 4. Play continues until someone finishes the night prayer, by reaching the end of the gameboard.
- 5. To win, the player must land exactly on the "You Win!" space. For example, if a player is two spaces away and rolls a 3, the player loses that turn and must try to roll the exact number on the next turn.







"An Ordinary

Start	You wake up on time for the dawn (Fajr) prayer.	You help your family by making the beds before school.	You do not properly wash (wudu) for prayer.
	Move Ahead 2 Spaces.	Roll Again.	Lose a Turn.



You miss your bus and are late to the afternoon (Asr) prayer. Go Back 4 Spaces.	You complete your homework before dinner and can go outside to play. Move Ahead 2 Spaces.		You refuse to help with the dinner dishes. Lose a Turn.	
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Your homework needs more attention. Go Back 4 Spaces.		It's time for the evening (Maghreb) prayer and you are on time! Move Ahead 1 Space.		Instead of practicing your Islamic History, you watch TV for 2 hours. Lose a Turn.

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	You do not complete your Math homework. Move Back 3 Spaces.		Refreshed by your ablution, you perform the noon (Duhr) prayer with your classmates. Roll Again.	You are late for the noon (Duhr) prayer. Lose a Turn.
	☆BONUS☆ Switch places with the player in 1 st place. If that's you, move ahead one space.			
	Because you read the Qur'an during your recess, you earn good deeds. Jump Ahead 3 Spaces.		After completing your schoolwork, you help tutor other students. Move Ahead 1 Space.	



You help your little brother with his homework.	You do not study for the science test and get a bad grade.	You have finished your night ('Isha) prayer!
Roll Again.	Go Back 3 Spaces.	You Win!

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#2609 Ramadan Activities