

SNAP WITH A TWIST

TOPIC: MAHRAMS

RULES OF THE GAME:

1. Students play in pairs
2. Each student has 9 cards
3. Each card will have a key word or phrase related to a specific topic studied in Islamic Studies.
4. Students shuffle the cards and turn them upside down
5. Student A will place one on the table (facing up) followed by student B
6. If the cards are the same, the student has to place their hand over it and shout SNAP.
7. The first person to identify they're the same WINS that round.
8. For extra points, they need to define the key word on the card or mention a key fact about it AND how it relates to the topic (scoring table below)
9. The student who wins the round keeps the cards
10. **For higher ability students-** there is one ANOMALY per round. The word on this card does NOT relate to the topic at hand. If both are placed down, the student who shouts SNAP ANOMALY first gets bonus points of that round (see score system below)
11. The first to lose all their cards LOSES the game or if all pairs have been found, the student with the most cards WINS.

SCORING SYSTEM

OUTCOME	SCORE
IDENTIFIED A MATCH ALONE	1
IDENTIFIED A MATCH AND WAS ABLE TO DEFINE THE WORD/EXPLAIN A FACT	3
IDENTIFIED THE ANOMALY	4

SNAP

STUDENT A CARD SET



MAHRAMS

AWRAH

MUSAAHARAH

QARAABAH

RADHAA'AH

24 MONTHS

COUSINS

BROTHER IN LAWS

CAVE OF HIRA

SNAP

STUDENT B CARD SET



MAHRAMS

AWRAH

MUSAAHARAH

QARAABAH

RADHAA'AH

24 MONTHS

COUSINS

BROTHER IN LAWS

CAVE OF HIRA