

GUESS THE KEY WORD/NAME

REVISION TOPIC: SHAMAIL AL NABI

RULES OF THE GAME

1. Students are put into two teams, Team A and Team B
2. Team A selects a person for the first round.
3. The words from the word bank below and cut out, folded up and placed in a hat/box
4. Team A picks out a random word from the word bank. The selected student from Team A stands at the front and the key word is written above their head on the whiteboard
4. Team A have 2 minutes to describe the key term/event or individuals name to their team member without using the word itself.
5. The student from Team A has to try and guess the word in this time limit.
6. If they get it right → 2 points
7. If they get it wrong → 0 points
8. Next round – Team B selects a person and the game continues until all words in the word bank are used.

WORD BANK = 12 WORDS. 6 ROUNDS PER TEAM

SHAMAIL	CHARACTERISTIC S	MODERATIO N	AS- SIDDIQUE
AL AMIN	RU'B (AWE)	BRITHTER THAN MOON	PIERCED THEIR HEARTS
HASSAN IBN THABIT	TEETH WHITE LIKE HAIL	NECESSARY TALK	SEAL OF PROPHETS