



Fun Resources for
Teaching Sukkot

5 KEY FACTS ABOUT SUKKOT



1

Vayikra 23:34 informs us that the festival of Sukkot, or סֻכּוֹת, begins in the 15th of Tishrei and lasts for seven days, after which we celebrate Shmini Atzeret, or שְׁמִינִי עֲצֶרֶת (literally, 'the eighth day of the Festival'). While the first day/s of Sukkot and Shmini Atzeret are holidays when work may not be performed, work can be done on the intermediate days which are called chol ha'moed, or חֹל הַמוֹעֵד. In Israel, the festival of Simchat Torah, or שִׂמְחַת תּוֹרָה when we conclude and restart the annual Torah reading occurs on Shmini Atzeret, while outside of Israel, this festival is celebrated the day after Shmini Atzeret.



2

Sukkot is one of the Shalosh Regalim, or שְׁלֹשׁ רִגְלִים, literally, 'the three "foot" festivals' which are mentioned in Shemot 23:14. These are the festivals when the Jewish people would travel, by "foot", to the Temple in Jerusalem in order to partake in the festive sacrifices. While there is no longer a Temple, many Jews choose to take a vacation in Israel for the Shalosh Regalim.



3

Like the other Shalosh Regalim, Sukkot is both a historical and agricultural festival. Historically, it commemorates the forty-year period when Bnei Yisrael wandered in the Wilderness. Agriculturally, Sukkot is a harvest festival and is referred to as Chag Ha'Asif, or חַג הָאָסִיף (Shemot 23:16), the Festival of Ingathering.



4

In order to commemorate the way in which Bnei Yisrael lived in huts in the Wilderness, it is the practice of many Jews to live in sukkot, or סֻכּוֹת (temporary huts) during this festival. While the walls of these sukkot can be made of any material, the roof – which is known as the schach, or סִכְךָ – must be made of natural items such as wood/leaves. Though some people do not sleep in their sukkot especially if they live in colder climates, Jewish law dictates that one should eat one's meals in the sukkah. On each night of Sukkot, biblical personalities known as 'Ushpizin' are invited into the sukkah.



5

In addition to dwelling in sukkot, the Torah (Vayikra 23:40) also commands that we bring together The Four Species, or אַרְבַּעַת הַמִּינים which are the: lulav, or לוּלָב (date palm branch), etrog, or אֶתְרוֹג (Etrog citrus fruit), hadasim, or הֲדַסִּים (myrtle branches) and aravot, or עֲרָבוֹת (willow branches). The custom is to hold together 1 lulav with 3 hadasim, 2 aravot, and 1 etrog.

Refer to our Sefaria source sheet [here](#) for all the above references.

5

GREAT ACTIVITY IDEAS TO TEACH ABOUT SUKKOT

The following ideas can be applied using [Jigzi](#), the educational platform created by Ji. In Jigzi, you can **create** an interactive game, called a JIG, which can then be shared to play with your family. You will need to be logged in to create a JIG. All textboxes have a connection to [Sefaria](#), so you are easily able to import the texts and prayers. We have also prepared a source sheet in Sefaria [here](#).



1 Instruction Guide to Build a Sukkah

PREPARATION: Review the laws of building a סוכה (sukkah) with reference to Jewish Interactive's [Sukkah Challenge](#).



- Create a new JIG (Jewish Interactive Game) by clicking the **Create your own** button [here](#).
- Choose a **Listen & Learn** activity (from the activity suggestions perhaps choose 'Comics').

- In the **Design** tab, search for and select a Sukkot-themed background, and then add an overlay that consists of 3-4 frames.
- Under **Content**, select various images depicting the different stages of building a sukkah, for example, the frame, sukkah walls, schach and decorations.
- In the **Interaction** tab, trace each frame, and either add a label or audio recording, to offer advice about how to build a sukkah and things to avoid (e.g. don't leave electrical wires in the open in case it rains!).
- Choose your **Settings**, and once complete, your game is ready.
- Publish and share!



2 Create Ushpizin Posters/Games for Your Sukkah

PREPARATION: Review the different Ushpizin who 'visit' the sukkah.



- Create a new JIG.
- Choose a **Listen & Learn** activity (from the activity suggestions perhaps choose 'Talking Pictures').
- Choose to make a poster for ALL the Ushpizin OR just for one specific Ushpiz.

- If making a single poster for all the Ushpizin, in the **Design** tab, search for the background that illustrates all 7 Ushpizin.
- Under **Content**, you may choose to add the name of each visitor, by selecting the Hebrew name stickers, or typing in Hebrew or English text.
- In the **Interaction** tab, trace each image, and either add a label or audio recording, giving information about each Ushpiz/visitor.
- Alternatively, you can create a **Talking Poster**, whereby each separate screen can depict a single Ushpiz, finding the stickers for each under **Content**, and adding a recording to each, under **Settings**.



3 Label the Arba Minim

PREPARATION: Review the names of the Arba Minim, The Four Species.

- Create a new JIG.
- Choose a **Drag & Drop** activity (from the activity suggestions perhaps choose 'Matching').
- Selecting backgrounds (**Design**) and images (**Content**), design a screen that depicts the 4 species (*lulav, etrog, aravot, hadassim*).
- Under each image, add an empty block, and somewhere else on your screen, add the Hebrew words for each species.
- Once your layout is complete, move to the **Interaction** tab, where you can select each Hebrew word to be dragged. Audio can be added to each of these items.

- Next, trace each empty block, to define where each Hebrew word will correctly go. Lastly, place each Hebrew word in its correctly traced area, under the correct species image.
- Choose your **Settings**, and add instructions for the lesson.





4 Create a Story about the Sukkot from the Torah

PREPARATION: Review the history of Sukkot and create a 'Sukkot story' of a family living in Sukkot in the wilderness.

- Create a new JIG.
- Choose a **Talking Poster** activity (from the activity suggestions perhaps choose 'Storytime').
- Create a series of activities. For each, use the **Design** and **Content** tabs, to choose backgrounds and images that illustrate the story you want to tell.
- Under the **Settings** tab, record your account of the 'Sukkot story' on each scene.
- Alternatively, you may choose a **Listen & Learn** activity to design a single screen



comic strip, whereon each frame you may add an audio clip to tell the story.

- Publish and share your completed JIG.



5 Create Your Own 'Ji Sukkot Shop'

PREPARATION: Review all the items which a person may need to purchase ahead of Sukkot.

- Create a new JIG.
- Choose a **Talking Poster** activity (from the activity suggestions perhaps choose 'Poster').
- Imagine you run a 'Sukkot shop' and you need to advertise what you have to sell. You will be making at least 3 activities showing what you have to sell: one for items needed to build a *Sukkah* (wood,



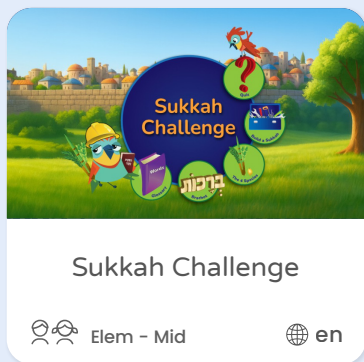
schach), then one activity for *Sukkah Decorations*, and a third activity for *The Four Species*. You may even add another activity to sell flags for Simchat Torah!

- Use the **Design** and **Content** tabs to design each shop.
- In order to advertise what items are on sale at each shop, record a description under the **Settings** tab.

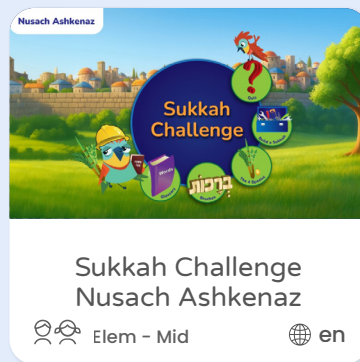
Sukkot JIGs

To visit our large selection of Sukkot games, click [here](#).

Sukkah Challenge in Jigzi



Sukkah Challenge



Sukkah Challenge (Nusach Ashkenaz)



המרוץ לסוכה

Learn all about Sukkot with the Sukkah Challenge!

We have recreated the app "Sukkah Challenge" in Jigzi! There are 3 different versions for you to choose from: English (Nusach Sefarad), English (Nusach Ashkenaz) and Hebrew.

Each playlist includes:

- A Sukkot quiz
- Build your own sukkah after cracking the code in the Torah as to what to do
- Buy your supplies in the shuk (market)
- Analyze the texts to understand what the 4 species are, then buy your own lulav, etrog, hadassim and aravot in the market
- Learn how to shake the lulav
- Learn the brachot you'll need for Sukkot
- Learn many words associated with Sukkot in the glossary

Printables

Don't forget to print out the flashcards of Sukkot-related words and the booklet of Sukkot blessings.



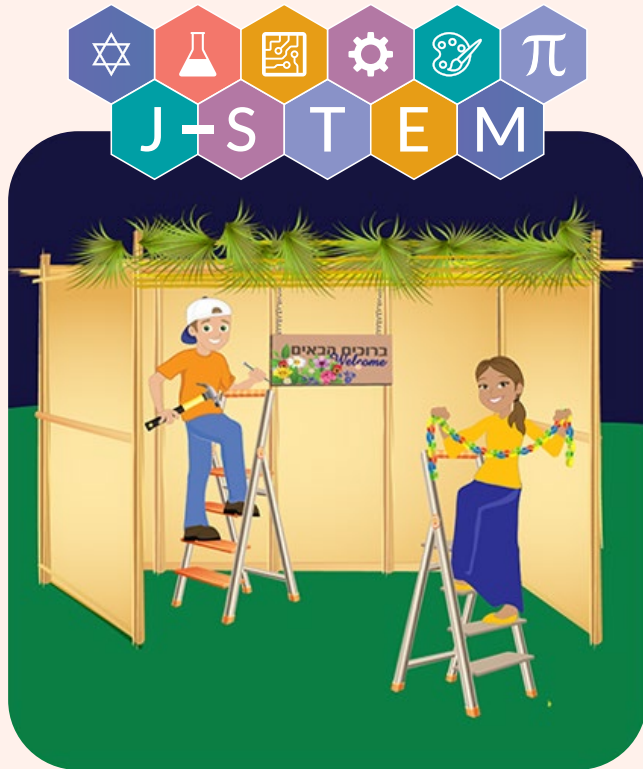
Sukkot Blogs

Take a look at the blogs that we have relating to Sukkot. They are filled with inspiration and meaning and will leave you uplifted and wanting more!

Click [here](#) to read.



J-STEM Resources for Sukkot



Activity:

The Great Sukkah Design Challenge

Use the Engineering Design Process to design and create a model of a sukkah.

Recommended age: Can be adapted for students as young as kindergarten and up to fifth grade.

Curriculum Links

Engineering: Design and build a sturdy, beautiful and comfortable sukkah that meets the design criteria of a kosher sukkah:

- Must have at least 2 ½ walls
- Must be able to view the stars through the roof
- More shade than sun
- Should be sturdy enough not to fall over on a windy day

Jewish Studies: Learn the laws regarding the building of a sukkah.

Activity: Code in the Sukkah

Create a ScratchJr. program for Sukkot that includes shaking the lulav, inviting guests to the sukkah and watching the stars twinkle.

Recommended age: Kindergarten–2nd grade

Technology: Scratch Jr (app)

Curriculum Links

Coding: Students will learn how program execution can be nonsequential by repeating patterns of instructions and using events to initiate instructions.

Jewish Studies: Students will learn that on Sukkot we shake the lulav and that we invite guests to join us in the sukkah.





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- **Content**
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- **Customization**
- **Classroom**
- **Community**

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