



Dreidel Game

1. Give each player four tokens (such as individually wrapped pieces of candy, pennies, or erasers). Then place five tokens in the middle.
2. To play, each player takes a turn spinning the dreidel. If the dreidel lands with the ...
 - Nun** facing up, the player does nothing.
 - Gimmel** facing up, the player takes the all of the tokens from the pile in the middle.
 - Hay** facing up, the player takes half of the tokens from the pile in the middle.
 - Shin** facing up, the player puts one of his or her tokens into the pile in the middle.
3. The game is over when one player wins all of the tokens.

