

# Let's pray perfectly

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There is a document named 'M1-C10 Let's pray perfectly - Salah Flash cards-complete set (answers key)' - which is a complete set of Flash cards that may be used to hand out to the students as a first step.

Make a few copies of these flash cards on card stock and cut them out. Hand them out to students to take a look at them and use them as a revision for what they have learned so far on how to recite their salah.

There are two other documents:

M1-C10 Let's pray perfectly - Salah matching game

M1-C10 Let's pray perfectly - Salah Matching game 2

These are matching games. The first one is for the student to match the name of the position of the salah with what is recited in the salah.

The second one is the position of the salah to be matched with what is to be recited.

Copies can be made of these flash cards on card stock to make a few sets. The students can be divided into groups and given a set each to match. They can check their answers with the answer key (complete set of flash cards).

## Variation

The students can play the memory game with the cards.

How to play the memory game:

### ***Object of the Game***

The object of the game is to collect the most matching pairs.

### ***Setting Up the Game***

Shuffle the cards.

Lay out the cards face down in rows forming a large rectangle on the table or floor. Make sure the cards are not touching each other. They need to be able to be flipped over without disturbing any cards around them. Decide who will go first.

### ***Playing the Game***

The first player chooses a card and carefully turns it over. Be sure not to bother the surrounding cards.

The player then selects another card and turns it over. If the two cards are a matching pair for example two Jacks then they take the two cards and start a stack. The player is awarded another turn for making a match and goes again.

If the cards are not a match they are turned back over and it is now the next players turn.

The next player chooses their first card and turns it over. If it is a match for one of the cards the previous player turned over then they try to remember where that matching card was and turn it. If they are successful at making a match they place the cards in their stack and choose another card.

If the first card turned over was not a match for one previously turned over the player selects another card in an attempt of making a pair.

If they are unsuccessful in making a match they flip the cards back over and play is passed to the next player.

A players turn is not over until they are unable to make a matching pair.

The game continues in this fashion until all the cards are played.

### ***Winning the Game***

Once all the cards have been played the player with the most matching pairs is the winner.