





Across

- 1 'Disciples' of the gurus.
- 4 The double edged sword, in the symbol.
- 6 Sugar water, drunk on special occasions.
- 8 The name of the holy book. (4, 5, 5)
- 10 The place of worship.
- 11 Shorts...
- 15 New Year festival, celebrates the 5 'Ks'.
- 16 The name of the first Guru.
- 18 Festival.
- 19 & 14 down. This Guru founded a famous city with a Pool of Nectar. (3,3)
- 20 Wearing the 5 'Ks' means you are part of this.
- 23 'Basic prayer', part of the Japji. (4,6)
- 24 'Guidance of the Guru', from the GGS.
- 27 A platform for the GGS.
- 28 The community.
- 29 See 10 down.
- 30 The bracelet, symbol of unity.
- 31 'God is One' – opening words of the Japji.
- 32 Reunion with God.

Down

- 1 Performing 'service' is very important to the community.
- 2 The comb, another of the 5 'Ks'.
- 3 This person looks after the place of worship, among other things.
- 4 Sweet food eaten after worship. (5,6)
- 5 Continuous reading of the GGS. (6,4)
- 7 Part of India where this all started.
- 9 The musical measures of the GGS.
- 10 The last Guru, started the 5 'Ks'. (6,5)
- 12 Their dependence on God.
- 13 & 29 across. The flag announcing to the world who they are. (5, 5)
- 14 See 19 across
- 17 Uncut hair.
- 21 Where the Golden Temple is found.
- 22 The cycle of life.
- 25 A musician who plays during worship.
- 26 The canopy over the GGS's platform.

Note: GGS = Guru Granth Sahib (the Sikh Holy Book)

'Just a Minute'

This game, based on the Radio 4 game of the same name, can be played in small groups of players, or as a whole class activity, with two teams and the teacher acting as umpire.

It can be used for a whole lesson, or part of a lesson, or just for a group of pupils who may have finished their class work, as an alternative to additional written work.

Objective: To talk coherently and with relevance about a picture for a full minute.

The picture cards can either be picked at random from the pack by the person whose turn it is to speak (whether in a team or in a group), or the umpire can select a series of cards to be used, depending on the work that has been covered with the class.

Rules

- 1 The speaker must say things that are relevant to the picture, and not stray off the point. For example, if talking about a mezuzah, the speaker should not stray onto an anecdote of how their granny used to have one.
- 2 The speaker must not repeat themselves.
- 3 There should be no long pauses or hesitations, and the number of 'ums' and 'ers' should be limited to two or three, or banned altogether, depending on how difficult pupils find it to do this!
- 4 If any of the above rules are broken, another player can interrupt and continue talking about the picture until the minute is up, or until they break one of the above rules and are interrupted by someone else.
- 5 Whoever is left speaking at the end of the minute gets one point. The winner is the person or team at the end of the game that has the most points.
- 6 In cases of dispute, the umpire's decision is final!

'Snap'

In this version of the well known card game, the objective is to match up the picture card with the correct name card. The winner is the one with the most pairs at the end of the game.

As with the game above, the cards used in the game can be adjusted according to how much work has been covered with the class. Again, this can be used as an educational game for pupils who have finished their class work.

The Memory Game

This is a game for two to six players. As with the games above, the cards used in the game can be adjusted according to how much work has been covered with the class. This too can be used as an educational game for pupils who have finished their class work.

Objective: To collect as many pairs of picture and name cards as possible.

Rules

- 1 The picture and name cards are mixed up face down on a table.
- 2 Each player takes it in turn to turn over two cards. If the picture and the name match, then the player can keep the pair, and turn over another two cards. The player keeps going until the cards turned over are not a pair. The cards are turned face down again, and it is then the turn of the next player to try and find a pair.
- 3 Players should try to remember where different cards are located on the table. This will make it easier to collect pairs of cards.
- 4 The winner is the player with most pairs once all the cards have been collected.