Ludospeak

POSITIVE SPEECH

Chesed (Words of kindness)
Say something kind to a player beginning with the letters...

Tefillah (Prayer to Hashem)
What can we thank God for beginning with the letters...

Viduy/Teshuvah (Admitting doing wrong and saying sorry)
What can you apologise for beginning with the letters...

Brachot (Blessings)
What bracha can you give to a player beginning with the letters...

Emet (Truth)
Say a true fact about yourself that others don't know beginning with the letters...

Torah (Studying Torah)
Describe an event or a law in the Torah beginning with the letters...

NEGATIVE SPEECH

Lashon Harah
(Telling the truth about someone that puts them down or causes them damage)
Give an example* of lashon harah beginning with the letters...

Geneivat Da'at
(Tricking other people)
Give an example* of geneivat da'at beginning with the letters...

Nivel Peh *(Using bad language)*
What reason should someone not use bad language, beginning with the letters...

Ona'at Devarim
(Hurting others with words)
Give an example* of ona'at devarim beginning with the letters...

Motsei Shem Rah
(Saying a lie that puts someone down or causes them damage)
Give an example* of motzvi shem rah beginning with the letters...

Rechilut
(Words that break down relationships)
Give an example* of rechilut beginning with the letters...

*examples should be theoretical and NOT meant as real examples that could upset someone :)

Ludo

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Gameplay:

LudoSpeak is the game of Ludo with a twist.

To play, you will need: this board, a dice and four tokens for each player.

Move in a clockwise direction.
Start the journey by rolling a 6 on the dice and taking the token out of the start area. Then move forward based on number on the dice.

If a token lands on a square occupied by an opponent's token, the opponent's token is sent back to its starting area.
(Make sure to apologise and say 'sorry!').
To get a token into your home area, you need to roll the exact number required.

The first player to get all four of their tokens into their home area wins.

Look out for the Speech Squares:
Eight of the squares are 'Positive Speech' and eight of them are 'Negative speech'.
When you land on these squares, answer a question *(see the inner flaps guide).*

You will have to answer the question starting with the letter based on the number you rolled.

If you answer the question correctly – remain on the square.

If you answer incorrectly, take your token back to its previous spot and miss your turn.

EXAMPLES

GHI → If you roll a 4 and land on this positive GHI square, then you will need to give a bracha to another player beginning with the letter G, H or I.

TUV → Or if you roll a 2 and land on this negative TUV square, then you will need to give an example of Geneivat Da'at beginning with the letter T, U or V.

speak

to clean speech
Speech Ludo game

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