Matching Cards Activity





GRADES 1-3

(Isra wal miraj timeline)

Lesson Overview

Objectives	To engage 1st-3rd graders in a matching card activity that introduces them to the historical events and prophets associated with Al-Aqsa.
Learning Outcomes	 Students will be able to: Identify key prophets associated with AI-Aqsa and their corresponding historical events. Establish chronological connections between prophets and their roles in AI-Aqsa's history. Share informative facts about the significance of AI-Aqsa and its connection to different prophets.
Number of lessons	1
Reading Recommendation	Poster on "Our Prophets and Masjid al-Aqsa" Brief readings or informational resources about various prophets, including their roles in Al-Aqsa's history. <u>https://www.visitmasjidalaqsa.com/islamic-history-of-al-masjid-al-aqsa/</u>

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Values and Skills	Appreciativeness, Community Connection, Observational Skills,
	Communication, Creativity, and Critical Thinking

Components:

1. Cards: Create pairs of cards featuring prophets and their corresponding Al-Aqsa-related historical events. You may also use the cards provided on the ICI website.

Card Pairs:

Adam (as) - Built Al-Aqsa Dawood (as) - Fought for and liberated Al-Aqsa Muhammad (sas) - Entered the heavens from Al-Aqsa and led all prophets Isa (as) - Grew up in Al-Aqsa Ibrahim (as) - Migrated to Al-Aqsa Musa (as) - Asked Allah to be buried close to Al-Aqsa Sulaiman (as) - Passed away in Al-Aqsa Zakariyyah (as) - Imam of Al-Aqsa Ishaq (as) - Helped rebuild Al-Aqsa

2. Timer or Stopwatch:

- To manage turns and maintain an engaging pace during the activity.

3. Fact Sheets(optional):

- Printed sheets with key facts about each prophet and their association with Al-Aqsa for reference.

Gameplay:

Preparation:

Shuffle the cards and lay them face down in a grid formation.

Turns:

Players take turns flipping over two cards to find a match.

If a match is made (e.g., Dawood and "Fought for and liberated AI-Aqsa"), the player keeps the pair and takes another turn.

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Educational Twist:

Before keeping a matched pair, players can share a fact about the prophet and the Al-Aqsarelated event.

Winning:

The game continues until all pairs are matched. The player with the most pairs at the end of the game wins.

Educational Emphasis:

Reinforce knowledge about the historical events and prophets associated with Al-Aqsa. Encourage discussion and learning through sharing facts during the game.

Further Extension

Timeline Creation:

After matching the cards, encourage students to create a timeline on a poster or a large piece of paper, placing the matched pairs in chronological order. This helps reinforce the sequence of historical events.

Interactive Quizzes:

Convert the matching card pairs into quiz questions. Students can take turns asking each other questions related to the prophets and Al-Aqsa events. This turns the activity into an interactive learning experience and increases knowledge about the prophets.