

LIST OF IHF ABC HANDBALL CARDS



## IHF ABC HANDBALL CARDS

The International Handball Federation created alphabetical handball-themed cards that help you improve your reading and learn English or one of the other languages available. Last but not least, it will help you train your memory, concentration, and perception. These cards have been designed so that they can be used to play up to seven different games with two or more players.



### A SET OF IHF ABC HANDBALL CARDS INCLUDES:

- 52 IHF ABC handball cards
- 7 game rules cards
- 1 card with a list of all IHF ABC handball cards
- 1 card box

### QUICK MATCH

At the beginning, all cards are shuffled and placed in rows on the table with the face up. Every round starts at a signal and all players begin to search for a pair of cards. Who first says the name of a card (determine if English or German) can take both cards at the same time (one with the right and one with the left hand). The players may not grab one card and then start to look for the second one. If a player does not take both cards at the same time and another player said the same term, that player can now try to grab both cards simultaneously. If players say names of different cards, each player takes his/her pair. The next round starts at a signal again. When the players have found all the pairs, the game is over. The player who has the most cards wins! **Note:** Alternatively, if you are playing with only one young player, you can name the card and the child must find that card, slap their hand on it and say the initial letter aloud.

### I SPY

At the beginning of the game, all cards are shuffled and placed in rows on the table with the face down. The starting player chooses one of the cards without telling the other players which one it is: The player gives a verbal I Spy clue to describe the English card they chose, for example, "I Spy something that you can play with. It's small and round." The player who identifies the card names the object and the sound of its initial letter in English (for example, "Ball, b") and if the answer is correct this player will win the card and continues by choosing another card and giving a clue to the other players. When the players have described all cards, the game is over. The player who has the most cards wins!

**Note:** Alternatively, this game can be played with only one "spy" giving clues and the rest of the players guessing.

### MATCHING PAIRS

At the beginning of the game, all cards are shuffled and placed in rows on the table with the face down. The starting player turns over two cards and says the words on the cards aloud: If the cards don't match (it's not a pair), he/she turns them back over and it's then the turn of player 2 to turn over two new cards. If the two cards match, it's a pair! He/she keeps the cards and has the right to play again. When the players have found all the pairs, the game is over. The player who has the most cards wins!

### LIST OF IHF ABC HANDBALL CARDS:

A	attacker	J	jump shot	S	save
B	ball	K	knowledge	T	team
C	coach	L	left-handed player	U	uniform
D	defender	M	mini handball	V	variations
E	equipment	N	net	W	whistle
F	faking	O	official	X	x
G	goalkeeper	P	pass	Y	youngsters
H	handling the ball	Q	qualification	Z	zigzag
I	intercepting the ball	R	referee		



**FUN, PASSION  
AND HEALTH**



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### ABC MATCH

At the beginning of the game, all cards are shuffled and placed randomly on the table with the face up. Make sure you have a stopwatch or watch ready. First, the player places the English cards into alphabetical order. Then, he or she matches them with the cards in German to form pairs. Now, the player says the name in both languages. Measure the time.

**Note:** Alternatively, you can use only the English set of cards; shuffle them and put them on the table with the face down. The player has to turn over the cards and put them into alphabetical order. Measure the time.

### CATEGORIES

Prepare a stopwatch and the set of English cards for this game. All players need a piece of paper and a pen. Before starting, they should note the following categories on their paper: city/place - name - animal - thing - handball. One player draws a card from the pack. Now, all players try to write down words that fit into the categories, all starting with the initial letter of the card drawn (one word per category and letter). Start the stopwatch when the card has been drawn. For each round, set a limit of 60/90 seconds, depending on the level of players.

**Scoring rules:** +10 points for each unique answer | +5 points for each non-unique answer | +0 points for no answer

### ABC HOP SCOTCH

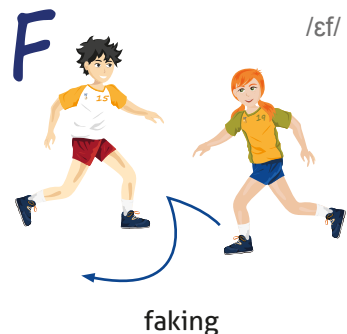
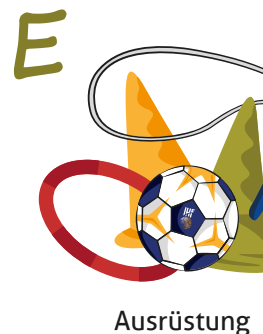
For this game, you will need the English cards. Arrange the cards (face up) on the floor, creating a path for the players. Taking turns, the players now hop along the cards in alphabetical order, saying the sound of the initial letter for each picture (or the letter and the word) and the German name of the picture out loud before hopping on to the next one. A player's turn ends when they say an incorrect letter/term. The player who travels the furthest along the path without a mistake is the winner.

**Note:** Alternatively, you can create a path with the cards in German and have them say the English term. To add another challenge, make a path of 5-10 selected cards that the players have to hop along in alphabetical order, and add a task/exercise for them linked to the term of the card.

### SLAP THE CARD

You will need only the set of English cards for this game. Take one card from the pack and place it with the face up on the table in front of two players. The quickest player to slap the card and say the sound of the initial letter and English term correctly wins the card. The game continues until all of the cards have been challenged. The player with the most cards is the winner.

**Note:** Alternatively, you can use the cards in German and the player who slaps the card first has to say the English word to win it.





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**G** /dʒi:/

goalkeeper

**G**

Torhüterin

**H** /(h)eɪf/

handling the ball

**H**

Ballführung

**I** /aɪ/

intercepting the ball

**I**

Den Ball abfangen

**J** /dʒeɪ/

jump shot

**J**

Sprungwurf

**K** /keɪ/

knowledge

**K**

Wissen

**L** /ɛɪ/

left-handed player

**L**

Linkshänder

**M** /ɛm/

mini handball

**M**

Minihandball

**N** /ɛn/

net

**N**

Netz

**O** /oʊ/

official

**O**

Offizielle

**P** /pi:/

pass

**P**

Pass



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**Q** /kju:/

qualification

**Q**

Qualifikation

**R** /ɑ:r/

referee

**R**

Schiedsrichterin

**S** /ɛs/

save

**S**

Parade

**T** /ti:/

team

**T**

Mannschaft

**U** /ju:/

uniform

**U**

Trikot

**V** /vi:/

variations

**V**

Variationen

**W** /'dʌbəl.ju:/

whistle

**W**

Pfeife

**X** /ɛks/

x

**X**

x

**Y** /waɪ/

youngsters

**Y**

Jugendliche

**Z** /zi/zɛd/

zigzag

**Z**

Zickzack