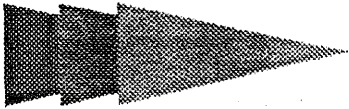
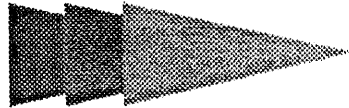




Phase 2: Caravan days - 2



Shuffle these cards
before the drawing.



Shuffle these cards
before the drawing.

- **Wisdom** (3, 5, 8, 10, 11, 12 on die or wheel) If one of these numbers is the action, you will read one of the Wisdom Cards which give important details about the history or culture of Islam. There are 96 Wisdom Cards divided into three categories: *Truth*, 24 cards which relate the most important truths about Islam; *Fact*, 40 cards which list other important information; and *Trivia*, 32 cards which list interesting but trivial facts about Islamic culture. After each card is read, it is given to the group whose turn it was. It is important for each group to collect as many Wisdom Cards as possible.
 - **Quiz** (4, 6, 7, 9) If one of these numbers is the action, the group must answer a Quiz Card read by yourself or an assistant. If their answer is correct, they receive five dirhams. There are 104 quiz questions. These questions are the same questions used in the Islamic Bowl and on the unit's final test.
 - **Jihad** (2) The group that gets this number will choose one other city against which to declare a jihad. The challenging group will then roll dice or turn the wheel to determine the winner. With dice, the challenger must correctly call "even or odd" to win. If using the wheel, 2-6, they win; 8-12, they lose; a 7, they role again. The losing team must pay the winning team 20 dirhams or a Wisdom Card of the winning group's choice.
4. After this action is concluded, each group draws one Bulletin Card which will be read. Depending on the card, dirhams will be lost or gained by the group.
 5. Each group will complete their CARAVAN LOG, entering dirhams won or lost. It is important that groups are not rushed through this section. Adjust your caravan game accordingly.
 6. After each group is finished, collect the log, dirhams, and Wisdom Cards which should be placed in the group folders by the caliphs.
 7. Assign activities for the next day. Each group can take a few moments to discuss the requirements of the next day's activity.