



# THE DIALOGUE

A WEEKLY MAGAZINE FOR THE CHABAD HEBREW SCHOOL COMMUNITY

## IT'S CHANUKAH!

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**I** love being Jewish! I love the holidays, the customs, the overall feeling of belonging to a People. I also love my iPhone. I love texting, talking and most of all...playing! So I decided to join the two things I love into one perfect whole: I am going to write a Chanukah iPhone app! A game. A *fun* game, but with a deeper message. A game that will help users see that Chanukah is more than gifts and gelt and candles...

My dad writes computer programs for a living; he'll be the one to actually *build* the app. But I need to give him the idea.

*Hmmm. I need an idea. An angle. Let me think.*

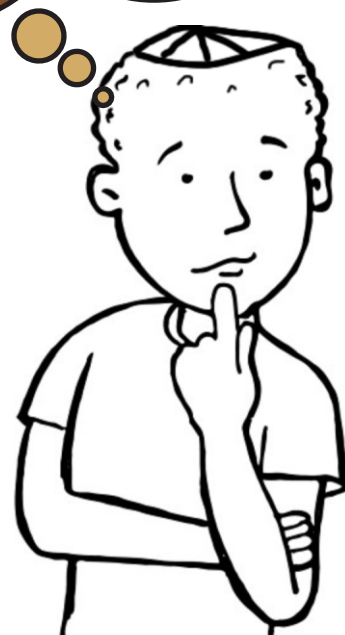
Oh, I got it! One of my favorite messages of the Menorah is that we have the responsibility to fill the world with light. The Menorah's candles are *physical* light, but it reminds us that we have to fill the world with *spiritual* light, too. This was the message of the Menorah in the Holy Temple in Jerusalem, site of the Chanukah story 2,300 years ago, and it is the message of the Chanukah Menorah today.

When the rabbis of the Talmud arranged the Chanukah customs, one rabbi suggested that we start the 8-day holiday by kindling 8 flames on our Menorah, decreasing a candle each night, until we light only 1 on the last night of Chanukah. Kind of like a count-down. Another rabbi, Rabbi Hillel felt that since always *increase* in light, we should begin by lighting one candle on the first night, two on the second, until we light all eight on the eighth night. Each night, adding more and more light.

*Dedicated in loving memory of  
Rabbi Mendy Deren and Rabbi Levi Deitsch  
The way they lived their lives brought light to the world.  
We are committed to live as they have lived.*



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The *message* of the game will be, "Keep on doing good things. Keep on bringing more light to the world. As much good as we did today, we will try to do even more tomorrow."

So, now that I have my *message*, I need to think of the *format*. *Let me think...*

Oh, I got it! The player will have to light the candles of the Menorah. But it'll be challenging to light those candles... 'cause it's not always so easy to behave in ways that bring light to the world ;-)

The game will have 8 levels, for the eight days of Chanukah. Starting with one candle on the first screen, two on the second, and so on.

Alright... so what's the *design* of the graphics? I need to think of it from the point of view of the user. I *do* want people to download my game. *Let me think.*

Oh, I know! Each candle will be made up of lots of different colored little dots popping up really fast. The player has to tap on the dot only when it is yellow. If he taps all the yellow dots on the screen in a certain amount of time, then he wins that round, and a flame appears on top of the candle. Then the next screen comes up. And he has to light two candles. All the way to Level 8. If the player gets all the candles lit, then the graphic of a family lighting the Menorah will appear on the screen, with the "Hanairot Hallalu" song playing.

Yeah! This sounds good. Dad'll be totally happy to create this.

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**Epilogue:** I'm happy to report that the game was made and downloaded tons of times. I won't say that the process was easy. There were many times I thought, "Forget it! It's too hard. I'm only a kid. I can't set my goals so high!" But throughout the process, I kept on thinking about the message of the Macabees and they didn't just give up. They persisted in their goals. And they were faced with real hardships, not just making a game ;-). I kept thinking about how cool it will be to see an actual product made with my own two hands (okay...with dad's two hands. Mostly I used my mouth and mind...).



## THE DIALOGUE

### QUESTIONS FOR DISCUSSION

◆ Chanukah is a time we celebrate our responsibility of filling the world with light. As much good as we did today, we keep on doing more and more tomorrow! Sometimes it is easier than others to behave in ways that bring light to the world. Can you think of times that it was easy? Times that it was more difficult? What could we do to help ourselves remember that - no matter what - we have the responsibility to bring light to the world?

◆ The Macabees, in the Chanukah story, knew that Hashem (G-d) asks us to fill the world with light, and they were not going to let the Greek-Syrians scare them into giving up this responsibility! They knew that Hashem is with them and supporting them in their efforts. Just like with the Macabees, Hashem loves us, cares for us, supports us and wants us to succeed. How does that feel and why?