



Jill Weber's recipe for
LATKES

This recipe makes about 20 latkes.



An adult to help
A potato peeler
A large bowl
A grater
A colander
An eggbeater or
electric mixer
A frying pan
A spatula



Paper towels
2 pounds of white potatoes, the
older the better (about 6 or 7)
1 onion, peeled
2 eggs, separated into yolks and
whites
3 tablespoons matzo meal or flour
salt and pepper to taste
1/2 cup canola oil for the pan

1. Peel the potatoes and put in a bowl of cold water until ready to use.
2. Using the largest opening on the grater, grate the potatoes and the onion. The onion will help keep the potatoes from turning brown.
3. Squeeze as much as possible of the liquid out of the grated potato and onion mixture over the bowl.
4. Place the grated mixture in a colander draining over the bowl. After a couple of minutes, the liquid will have separated, leaving a starchy paste at the bottom of the bowl. Discard the liquid but keep the starch.
5. Add the potato and onion mixture, egg yolks, matzo meal, salt, and pepper to the potato starch. Mix thoroughly.
6. Beat the egg whites to shiny, stiff peaks. Fold them into the potato mixture.
7. With an adult helping you, pour about 1/4 inch of oil in the pan. Heat the oil in the pan until it is very hot. Drop tablespoonfuls of the potato mixture into the pan.
8. Turn the latkes only once until both sides are very brown and the potatoes are cooked through.
9. Place on paper towels to drain while you fry the next batch.

Serve with applesauce or sour cream.



(It was my job to grate the potatoes and the onion when I was a little girl. My hands smelled like onion for what seemed like a week.)



From *The Story of Hanukkah* by David A. Adler, illustrated by Jill Weber

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How to PLAY DREIDEL

Each player begins with an equal number of pieces of Hanukkah gelt, raisins, nuts, pennies, or other small tokens.

Everyone puts one token in the pot.



Each player spins the dreidel and then adds, subtracts, or does nothing to the pot depending on how the dreidel falls.



Nun stands for *nisht*, or “nothing,” so the player doesn’t do anything.



Gimel stands for *gantz*, or “everything,” so the player gets the whole pot.



Heth stands for *halb*, or “half,” so the player gets half of the pot. (If there is an odd number of tokens, the player takes half of the pot plus one.)

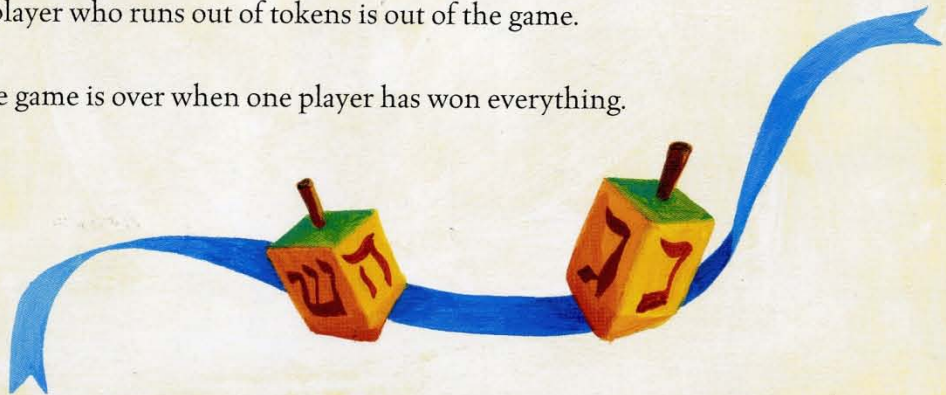


Shin means *shtel*, or “put in,” so the player adds a token to the pot.

Whenever the pot is empty, everyone adds one token to make a new pot.

A player who runs out of tokens is out of the game.

The game is over when one player has won everything.



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