Peulat Erev 6/30

Goal: To have fun and introduce Hayom Meyuchad

Materials:

5 brooms (check tzrifim)

5 sheets (check tzrifim)

5 "dog collar" bracelets

Balloons (20)

Soap (and water)

Bucket

5 Cups (Nate?)

Scoreboard

Location: Upper Migrash

Assignments:

Reut- walk around, guide the peulat, and maintaining energy level.

Sofia- lead tzrif 10

Jillian- guide tzrif 10

Ruby- lead tzrif 13

Erin- lead tzrif 25

Avi- lead tzrif 23

Avicii- guide tzrif 23

Sam- guide tzrif 23

Ben- lead tzrif 21

Nate- guide tzrif 21

Alizah- time the games

LEADERS: make sure you understand FULLY how each game works, and what your roll is.

GUIDERS: make sure to maintain energy levels, watch safety closely, and prepare ahead for the next game.

Games:

Each bunk will be competing against each other during 4 different games.

THE WINNING TZRIF OF THE COMPETITION WILL RECIEVE: COUNSELOR MELTZING FOR THE DAY

1. Sheet Game (5-10 min)

One member of each tzrif will be given a "dog collar" bracelet, which allows them to bark only. Each tzrif will stand in a sheet to begin. There is no talking or noise, save the one member of each tzrif with the "dog collar" bracelet. The tzrif then must work together to turn the sheet over first without anyone stepping off. They are also racing against time. If at the 5 minute mark no tzrif is finished, the counselors win.

2. Ha Game (5-10 min)

(Make sure campers understand the difficulty level)

Each tzrif will lay one each other's stomachs, and the last chanich will have a cup of water (halfway) on his/her stomach. The ha game works where each person says ha in succession, trying NOT to laugh. The game ends with a measuring of the water amount for each tzrif using the bucket. The tzrif with the most water left in their cups wins. They are also racing against time. If the water level is under 1 inch, the counselors win.

3. Group Limbo (5-10 minutes)

Each tzrif must line up in a single- file line, with the strongest in the back, to start. The counselors will then bring the broom as steadily as possible over the campers one by one, in a game of limbo. The tzrif that remains standing the longest wins. However, if all tzrifim fall, the counselors win.

4. Balloon Keep-Up (5-10 minutes)

The tzrifim stand in a circle to start. The counselors will then pass them a normal balloon, which they have to keep from touching the ground. After 30 sec, a second balloon coated with wet soap will be added. After 10 seconds, a third balloon with candy/cough drops will be added. The tzrif to keep up all of the balloons the longest wins.

At the end of the peulat, the winner will be calculated (while Ben and Avi entertain the chanichim).

Directions for the rest of the peulat, such as going back to the bunks and changing into pajamas, getting ready for bed, grabbing pillows and sleeping bags, and coming to the Betam Aleph will be given to the edah by Erin.

The winning tzrif will be announced and will celebrate, and then the leader for that tzrif will come up and pop a special balloon (recommended by sitting on it) with a sheet of paper in it to announce Hayom Meyuchad. Up!!!

Each madrich should be given a bag of candy for their chanichim, for them to eat during the movie.

Don't forget:

The energy level for this peulat is HIGH. If you do not show enthusiasm for each game, neither will the kiddles.

QUESTIONS?