**Peulat Erev Lashon Harah**

STATION ONE:

Lucy was in the bathroom stall when she overheard some of the other *banot* in her

*tzrif* talking about her friend Chloe. They were saying that they didn’t really want to be friends with Chloe but that they would play along with it for a little while to see how long she would keep trying. Should Lucy:

* 1. tell Chloe what she heard (go to station 2)
	2. tell one of her other friends what she heard (go to station 3)
	3. pretend she never heard, after all its Chloe’s problem (go to station 4)
	4. tell Chloe not to be friends with the girls but not tell her why so her feelings aren’t hurt (go to station 8)

STATION TWO:

Start by playing the game Muffin (campers sit in a circle and go around asking any question to the player on their right. Everyone needs to remember the question they asked and how they answered the question that was posed to them. Then the kids get up and move around. This time you go around the circle saying the same questions that were asked the first time around, and answering with the same answers as before.)

One of your friends keeps borrowing your clothes without asking and its really starting to get on your nerves. Do you

* 1. vent to the first friend you see in order to blow off some steam (go to station 6)
	2. confront your friend about it and tell him/her that it bothers you (go to station 5)

STATION THREE:

Start by playing the game Muffin (campers sit in a circle and go around asking any question to the player on their right. Everyone needs to remember the question they asked and how they answered the question that was posed to them. Then the kids get up and move around. This time you go around the circle saying the same questions that were asked the first time around, and answering with the same answers as before.)

You get a letter from a friend from school who goes to a different camp with lots of your other school friends. In the letter he talks about how Max, one of the other friends from your school, has been acting around the girls at their camp. You write

* 1. asking for more information, after all you’re friends with all of them (go to station 5)
	2. to Max telling him what you’ve heard (go to station 6)

STATION FOUR:

Start by playing the game Muffin (campers sit in a circle and go around asking any question to the player on their right. Everyone needs to remember the question they asked and how they answered the question that was posed to them. Then the kids get up and move around. This time you go around the circle saying the same questions that were asked the first time around, and answering with the same answers as before.)

You decide to walk with your machon friend to *Omanut* one day and on the walk to *tzad alef* she asks you how things are going in your *tzrif* and who your bunkmate is. You tell her everything is wonderful in magshimim and that you like your bunkmate but she causes some drama. Your friend asks what you mean and you

* 1. tell her but without any names (go to station 7)
	2. tell her the full story because she doesn’t know your bunkmate anyway (go to station 6)

STATION FIVE

Start by playing the draw train game (have the campers sit in a line facing the same direction one behind the other. The camper in the front of the line has a piece of paper and a marker and the camper in the back of the line has been given a simple drawing. The camper in the back of the line will copy the drawing by tracing it with their finger on the back of the camper in front of them. That camper does the same to the camper in front of them and this is repeated until it reaches the camper in the front of the line who draws what they feel on their back on a piece of paper. Then the two drawings are compared.)

Ryan is always talking about how many celebrities he has connections with. Now he is just telling yet another story about how he met Barak Obama. You overhear counselors questioning how true his story is. You

* 1. tell him that even the counselors don’t believe him
	2. figure its okay to share your own doubts because clearly everyone feels the same way

Debrief.

STATION SIX

Start by playing the draw train game (have the campers sit in a line facing the same direction one behind the other. The camper in the front of the line has a piece of paper and a marker and the camper in the back of the line has been given a simple drawing. The camper in the back of the line will copy the drawing by tracing it with their finger on the back of the camper in front of them. That camper does the same to the camper in front of them and this is repeated until it reaches the camper in the front of the line who draws what they feel on their back on a piece of paper. Then the two drawings are compared.)

On friday afternoon all the *banot* in your *tzrif* are getting ready for shabbat and one girl in particular is borrowing a friends dress that you think is too tight and too short. Would you:

* 1. point it out to your friends to see what they think
	2. tell her that you think it’s not an appropriate dress for shabbat

Debrief.

STATION SEVEN

Start by playing the draw train game (have the campers sit in a line facing the same direction one behind the other. The camper in the front of the line has a piece of paper and a marker and the camper in the back of the line has been given a simple drawing. The camper in the back of the line will copy the drawing by tracing it with their finger on the back of the camper in front of them. That camper does the same to the camper in front of them and this is repeated until it reaches the camper in the front of the line who draws what they feel on their back on a piece of paper. Then the two drawings are compared.)

One of your friends was crying at lunch and at *sha’at menucha* she confides in you that she is upset because of some problems at home. Later you hear rumors circulating the edah that she’s such a crybaby for crying because she didn’t get the chug she wanted. You:

* 1. tell the other people in the edah the real reason she was crying
	2. tell them the rumor about chug is false
	3. don’t do anything at all because its none of their business anyways

Debrief

STATION EIGHT

Start by playing the game Muffin (campers sit in a circle and go around asking any question to the player on their right. Everyone needs to remember the question they asked and how they answered the question that was posed to them. Then the kids get up and move around. This time you go around the circle saying the same questions that were asked the first time around, and answering with the same answers as before.)

There’s an edah wide talent show that one of your friends is doing a comedy skit for. Your friend is really proud of the skit but you know that no one is laughing at the jokes they’re just laughing at your friend. After singing rad hayom you see some kids mimicking your friends act. Do you

* 1. tell them how you agree that the act was a bust (go to station 6)
	2. tell your friend what everyone else is saying even though it might hurt his feelings (go to station 7)

As a staff member in this peulah:

At first the edah will be split into two groups to play the coins game. Someone from vaad peulat erev will read the instructions for the game which are as follows:

Trading activity:

(someone who you trust and incentive to betray others trust)

The objective is to get as many points as possible.

You get one point for every chip that is a different color. You get two points for every chip that the person of your choice has at the end of the game.

After the game is done (15 minutes or so) the edah will be split into 10 groups of 6 or 7 and the staff member will lead their group through the debrief questions:

what was your strategy during the game? Why did you choose this strategy? How did you feel trading away your friends pieces that they expected you to hold on to? How did it feel knowing your friends traded away your pieces you trusted them them to hold on to?

After this begin the second half of the peulah by sending the campers to station one (on your half of the beit am bet) the stations have specific instructions/scenarios for the campers to discuss or participate in with instructions attached to this sheet.

Stations 5, 6, and 7, are at the end of the program when campers reach these stations and finish discussing the scenario there we can begin the overall debrief.