**YOM HUNGER GAMES!**

**8:15-9:00** – Tefillot

**At the end of services, David will ask the *edah* for five volunteers to help collect siddurs after adon olam. EVERYONE ON STAFF WILL JUMP UP WITH THEIR HANDS RAISED AND YELL, “I VOLUNTEER AS TRIBUTE!”**

**9:00** – Breakfast

**10:00-10:50** – Nikayon

**11:00** – Meet at the beit knesset

**11:15** – 1st station begins

**11:40** – Switch stations

**11:45** – 2nd station begins

**12:10** – Station switches

**12:15** – 3rd station begins

**12:40** – Station switches

**12:45** – 4th station begins

**1:10** – Last station ends

**\*\*If we are running behind schedule, allow each station 25 minutes with a 5 minute break to get to the next station**

**1:15-1:45** – Opening ceremonies: banner and chariot presentation in the beit am bet (judged by counselors)

**1:50-2:30** – Lunch

**2:30-3:15** – Menucha

**3:30-5:30** – The Hunger Games Game (Meet at Little House)

**EVERY CAMPER MUST BE DRESSED IN THEIR TEAM COLOR**

**5:30-6:30** – Tie dying on the migrash

**6:30-7:30** – Free time

**7:30-8:15** – Dinner

**8:30-9:30** – Peeta's Great Bake-Off (Beit am Bet)

**RESPONSIBILITY STATIONS – “May the odds be ever in your favor.” (SAY IT!)**

1. **Jewish Community (Ivrit Classrooms) – Emily, Eliana, Jacqueline**

Campers will come up with a minyan mascot (team name) and decorate a banner and a chariot (box) with paint and markers.

Two campers (one boy and one girl) may go back to the bunk as the minyan models to dress themselves for opening ceremonies (at the end of the round of stations). They may bring a few helpers.

**Materials needed:**

Banner paper

Paint

Markers

1. **Self Care (Beit Knesset and outside/Ivrit classrooms) – Jeff, Hannah G, Rachel**

Campers will do one of the ten minute Tae Bo routines as a group, and will be judged by the observing counselors on a scale of 1-10 based on effort and funniness and resulting physique.

Campers will then concoct a face mask with natural ingredients and choose three people (or more!) to model it. Counselors will judge the masks based on appearance, tastiness and resulting softness of skin.

**Materials needed:**

Projector

Tae Bo DVD

Yogurt

Oatmeal

Cucumber

Banana etc...

1. **Friends – Danielle, Snir, Omer**

Campers will be timed in completing three trust games: Human Ladder, Hot Chocolate River, and Scrambled Puzzle. These games will be timed. Danielle has instructions.

**Materials needed:**

Dowels (3x1.5)

Blindfolds

Puzzle

Cardboard Squares

Timer/Stopwatch

1. **Environment – Eli, Hannah, Ellie, Inbar**

Campers will each volunteer as tribute to participate in one leg of the environmental responsibility relay race. The relay has 6 parts, so it must be repeated 3 times (no breaks) with each camper participating in at least one activity. Once campers complete their part, they should run to the next station and continue following the race and cheering until the whole race is complete. The relay race will be timed.

**Sections of the relay:**

**Materials Needed:**THE HUNGER GAMES GAME

Campers must be dressed in their team color, just like color war! WAHOO! Counselors dress in black.

How it works:

1. Migrash is divided into four sections (by cones), one for each team

2. Balls (25?) for each team are placed in every section except for their own

3. Campers must run into opponents sections and take balls that are their color and run back into their own section

4. Campers must also find their “safe house,” located anywhere on b-side, which is a bucket labeled with their color with a counselor guarding nearby

5. Campers must answer a Jewish trivia question in order to gain access to their “safe house”

6. Campers must transfer their balls into their safe houses until all of the balls are collected

7. The team to bring all of their balls into their safe house the fastest wins

Helpful Things:

1. There will be a circle in the middle of the migrash containing “helpful things” from least helpful on the circumference to most helpful in the middle

2. ONLY PICK UP THE HELPFUL THINGS THAT ARE YOUR TEAM'S COLOR

3. Three counselors will be guarding this circle, and if they tag a camper in the circle, then the camper is out

4. Campers cannot tag other campers in the circle

Rules:

1. Campers may tag and “get out” campers who are not on their team ONLY from within their section of the migrash (not while searching for safe houses)

2. Counselors can tag campers inside the circle and outside of the migrash (when campers are searching for their safe houses)

3. Campers that are tagged must go to jail at moadon machon

4. Campers can trade a “Get one teammate out of jail” card or three balls to get any teammate out of jail. They do this by presenting either the card or three balls to a judge, who will take it to the jail guard. The judge must then put the balls back on the field (in other sections).

Counselor Assignments:

Judges – Danielle, Hannah G

Circle Guards – Omer, Eli, Jeff

Bucket Keepers – Emily, Inbar, Eliana, Ellie

Jail Guard – Jacqueline

Tagging Counselors – Rachel, Snir, Mellman