Yom Umpa Lumpa Revolution

By Ezra, Sarah, and Hayley

Tefilot: 8:15

 -Fruit by the foot tefillin

 -Announce the Yom Meyuchad

Aruchat Boker: 9:00

 -Go back to the bunks and change into tribal Umpa Lumpa costumes right after

Photo Scavenger Hunt: 10:00

 -Tennis Courts

Title: Lumpland Exploration Photo Challenge

Time: Approx. 1 hour

Goals: Get campers to feel and creatively express a connection with camp as a home (analogously to the Umpa Lumpas’ connection with Lumpaland)

Get campers to think about the relationship between homelands and their people

Setup:

Everyone will gather on the tennis courts to introduce the peulah

One counselor from each tzrif will be given a challenge list that must be returned to Ezra at the end of the program

Every tzrif should have at least one counselor with an iphone who will be the official bunk photographer for the photo scavenger hunt. This will facilitate easy uploading of all the photos into on place to be made into a slide show.

Directions:

1. Edah will sit/stand k’tzrif on the tennis courts.
2. Ezra will quickly explain how all the umpa lumpas are about to set out in their shvatim—tribes—shvatim (i.e. bunks) to explore their home island of Lumpaland and capture all of its true beauty in pictures. He will also explain the guidelines of the program:
	1. Only one picture can be submitted for each challenge
	2. Shavtim must stay together for the entire explorations
	3. Every picture must include every camper from the bunk
	4. The official photographer for each bunk will be doing all of the actual picture taking
3. Ezra will point out the Golden Ticket Challenge which is one particular photo challenge in which the submission will be judged by chief Rachel to determine who wins an awesome prize
4. Bunks will set out on an hour of exploration and photo taking
5. On the challenge sheet, a counselor must mark the order that the pictures were taken in. I.e. if the submission for challenge #3 was taken first then put a “1” next to challenge number 3
6. After an hour of exploring (at approx. 11:15) bunks should returm to their tzrifim for nikayon.

Ezra will come around to each bunk to get the marked challenge sheets and upload the pictures to a laptop.

Nikayon: 11:00

Slideshow: 12:00

Campers will gather in the Beit Am Bet for a slideshow to show all of their beautiful pictures and campers will be called up to explain why they took certain pictures.

When the Golden Ticket submissions are supposed to be revealed at the end, pictures of chocolate and candy will come up and Willy Wonka (Shragis) will reveal that he has stolen the submissions and will give them back only if the Umpa Lumpas come work in his factory.

Lunch: 1:00

Menucha: 2:00

Play stuff in the Beit Am Bet: 3:00 to 4:00

Peulat Tzrif: 4:00 to 4:45

At the bunks

Golden Ticket Shabbat-o-grams

For a portion of the peulat tzrif, staff will ask each camper to make a Shabbat-o-gram for another camper in the bunk. For the purposes of assigning camper to one another, use the bunk list and assign each camper to the camper below him/her.

TELL EACH CAMPER HIS/HER ASSIGMENT SECETLY AND DON’T LET THEM REVEAL IT

Paper will be handed out during menucha

Use the markers you have in your bunk

At the end of the perek, return your campers Shabbat-o-grams to Ezra, Sarah, or Hayley and they will be handed out on Friday.

Wonka Factory Rotation: 4:50 to 7:00

Overall Narrative: The Umpa Lumpas (the campers) are now at Willy Wonka’s Chocolate Factory. The Golden ticket competition has already happened and the children (Violet Beauregard, Mike TV, Veruca Salt, Augustus Gloop) are now in the factory. The campers are split into four groups and must rotate to each of the children’s groups. Each station should take about 25-30 mins, with the whole rotation going from 5pm-7pm (plus travel time between stations). In general, counselors’ job is to accompany their group from station to station, keeping campers on task at each station, encouraging them when necessary and steering discussions in the right direction. At each station there will be an activity, based on that character’s flaw, which will lead into a discussion fueled by the campers about what that character does wrong and how they could act better. Ideally, the campers would connect it back to how they could correct their own behavior and a Jewish value that supports that.

GATHER AT TENNIS COURTS TO BREAK INTO GROUPS.

Group 1 🡪 Augustus station, Ivrit classrooms

Group 2 🡪 Veruca station, Café Ivrit

Group 3 🡪Violet station, Migrash

Group 4 🡪 Mike TV station, Moadon Bogrim

Rotation order goes: Augustus🡪Veruca🡪Violet🡪Mike TV

Perek A: 5:00-5:25

Perek B: 5:30-5:55

Perek C: 6:00-6:25

Perek D: 6:30-7:00

Switch after 25 min, with 5 min to walk between stations

AUGUSTUS GLOOP STATION: “Satisfy Augustus”

 Augustus: Ezra Porter

 Location: Ivrit Classroom

 Materials: Food items (see ezra), plastic utensils, plates, and napkins

 Activity: Chop’t Cooking Competition—create a “Golden ticket” inspired dessert from a basket of random ingredients with a main ingredient of chocolate. The group of campers at the station will be split into 3 groups and compete to make the best “Golden ticket dessert.” Augustus will judge. Augustus, though eating all of the desserts, will not like any of them. He will rant about how none of the desserts are good enough and generally be obnoxious while still eating the desserts. Campers will respond to Augustus and that will lead into a discussion about Augustus’ gluttony and what is wrong with being a glutton.

Discussion Themes:

What do campers do that resemble Augustus’ behavior?

How can they change their behavior?

How does this behavior have to do with the Jewish value of tzedakah?

VERUCA SALT STATION: “All About Me”

 Veruca: Sarah Donsky

 Location: Café Ivrit

 Materials: Poster boards, Markers, Paper

 Activity: The campers will do three consecutive art-based activities that are “all about” Veruca Salt.

 1—The campers will create a poster board with her name on it as a sign for her room. (Done as a group, only 1 poster board per rotation).

 2—The campers will create Veruca’s monogram with her initials “VS”. (Done individually or in pairs).

 3—Write a poem about Veruca and how great she is. (Done in pairs or groups of three).

After each activity Veruca will be unsatisfied and demand that the campers complete the next activity all about her. If one of the campers doesn’t respond by saying, “why are we doing this” or “why can’t we do something about other people,” then a counselor can steer conversation in that direction. Veruca will then lead a discussion about being selfish and self-centered.

Discussion Themes:

What do campers do that resemble Veruca’s behavior?

How can they change their behavior?

How does this behavior have to do with the Jewish value of “V’ahavta lerayecha kamocha” (loving your neighbor as yourself)?

VIOLET BEAUREGARD: “Come in First”

 Violet: Hayley Cohen

 Location: B Side Migrash

 Materials: String/twine, ping pong ball, Mike and Ikes, plastic spoons, 2 baseball bats, 2 brooms and 2 tennis balls.

 Activity: The campers will participate in a relay race in which Violet will always win. The relay race is obviously unfair. For the campers the relay race consists of: a three legged race, “egg on a spoon” activity where campers must carry ping pong ball on a spoon, spin around a bat 5 times and last, use a broom to sweep a tennis ball across the migrash. For Violet, she will run the portion of the three legged race (because she doesn’t have a partner), carry a Mike and Ike in a spoon, spin around a bat once and sweep the tennis ball a shorter distance. The relay race will be run twice in each group with half of the campers participating each time while the others cheer them on. But both times, Violet will win. She will then gloat about winning until the campers respond. That will lead into a discussion about being a sore winner and overly competitive.

Discussion Themes:

What do campers do that resemble Violet’s behavior?

How can they change their behavior?

How does this behavior have to do with the Jewish value of kehilah (community)?

MIKE TV: “Living in a Fantasy”

 Mike: Elie Goldman

 Location: Moadon Bogrim

 Activity: Mike TV is finally achieving his dream!! He’s been cast in a movie and he’s so excited to escape his boring life to play a character on the big screen.

Premise of the movie: Aliens have taken over Machaneh Ramah and have a special food that, when eaten, turn campers into horses. Mike must save the day!

The campers will be split in half and each must create a trailer for Mike’s new movie. They will have time to plan their trailer and then perform it for the other group and Mike. For each trailer Mike will complain that the character is too “far fetched” or unlike him. He’ll become unhappy with his character in the movie, saying he just wants to be himself. Mike will then lead a conversation about being happy with yourself and your life.

Discussion Themes:

What do campers do that resemble Mike’s behavior?

How can they change their behavior?

How does this behavior have to do with the Jewish value of B’tzelem Elokim (made in the image of God)?

Aruchat Erev: 7:30

Umpa Lumpa Revolution Peulat Erev: 8:30

Beit Am Gadol

Goals: Teach campers about standing up for a cause that’s important to them

Teaching unity and teamwork to accomplish a common goal

Instructions:

1. Campers are told to wear a certain color to dinner: top bunks blue, bottom bunks red. Red team leads revolt against wonka, blue team stays loyal to him.
2. Game introduction: Game of dodgeball in which certain balls have certain powers. Teams must first complete four challenges to earn different types of balls.
3. Teams divide and are given a pep talk outlining their beliefs and cause (for or against wonka) by Ezra (red team) and Hayley (blue team)
4. Challenges:
	1. Write a manifesto: Wrote what they stand for and believe in and how they plan to accomplish those goals. Earns brainwash ball🡪 go to other team if you’re hit with it.
	2. Secret team handshake: Create and teach handshake to entire team so that you can know who is truly loyal. Earns interpretive dance ball 🡪 If hit team member must run to Mira and perform an interpretive dance so that they can return into play
	3. Create a flag: Create a revolutionary or anti-revolutionary flag to support the cause. Earns eat a pickle ball🡪 must come to Ezra who will give them a pickle to eat before they can return to play
	4. New revolutionary tune to Adom Olam: Must create a new tune to Adom Olam in a revolt against the old boring tunes. Earns Dvar Tefilah ball🡪 Must give a dvar tefilah to Mimi before they can return to play if hit.
5. As each team earns their ball, the ball is explained
6. Play a game of dodgeball with the balls earned.
7. At the end, judges at each station will tally points and determine a winner.
8. Regardless of who wins, Wonka will agree to return the Golden Ticket submissions to Rachel either out of gratitude or defeat.
9. Winner will be announced the next day at Tefilot

Lumpaland Exploration Photo Challenge

For staff:

Help guide the campers through the scavenger hunt, helping them generate ideas giving them the challenges.

Every camper must be in every picture

Write the order that the pictures were taken in on this sheet. I.e. “3” next to challenge number 7 if it was the third picture you took.

Hold on to this sheet and don’t give it to the campers

It’s not essential that every challenge is completed, but make sure the Golden Ticket Challenge is.

So groups don’t run into each other, start at the following challenge numbers for each bunk:

 52:1, 51: 4, 50: 7, 49: 10, 48: 13

Challenges:

1. Find the mural from Rachel’s Nivonim play in the old kfar
2. Find the inspirational quote painted on the table at the old Machon Prayer Spot
3. Take a picture of the most beautiful place in camp
4. Snap a shot of a group hug on the porch of your tzrif
5. Take a picture of the oldest man-made thing you can find in camp
6. Take a picture of your whole tzrif bowing down to a Hanhallah member
7. Act out the Biblical quote written on the sign that hangs on the tree next to the Andarta (Israeli War Memorial)
8. Take a picture that represents your ideal Shabbat activity
9. Take a picture of tradition
10. Go to Café Ivrit and take a picture of the most disturbing and/or intriguing Hebrew poster you can find
11. Take a picture of your tzrif beautifying camp in some way
12. Be the Shabbos gates
13. Take a picture of the thing that makes you most proud to be a Ramahnik
14. Find a Magshimim tzevet member’s name or initials on a wall or bench somewhere in camp
15. Go to the Tzad Bet basketball courts, find the winning basketball years written on the nearby fence, and take a picture with everyone acting like the official Palmer mascot (the fighting kangaroo)
16. Take a picture of you acting out your favorite blessing of the Amidah in front of the Beit Knesset

Golden Ticket Challenge:

Take a picture of a cloud that best answers the question: “Ma Ramah?”

Describe your clouds significance here (2 sentences max):