**Yom United States of Ilanot**

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7:45 A.M. Tefillot (Moadon Ilanot)

8:30 A.M. Aruchat Boker

9:15 A.M. Nikayon (K’Tzrif)

10:00 A.M. One counselor from each bunk receives a “top secret note”. He or she instructs the kids to follow them to a “hideout location”

* 1. “Top secret note”: Attention, members of the tzrif. You have been selected for a highly important mission vital to the wellbeing of your cohort. Follow your unit leader to a secret location where you will receive more instructions. Be careful: Do not get caught. Do not be seen. Good luck.
	2. 20 minutes (if takes less time, stall, count campers, walk slowly etc.)

Secret Locations: (rain location: slay the redcoat in your bunk and claim it!!!!)

* + 1. Ampitheatre: 3
		2. Pine trees by rock wall: 1
		3. Gazebo area: 23
		4. Tent near moadon Ilanot: 35
		5. Nagarut area: 5
		6. By the mural on Beit am Aleph 33
		7. Solelim fireplace: 21

10:20 A.M. Scavenger Hunt Begins (Collecting materials to create State Flag)

Scavenger hunt:

Goals: bunk unity, fun, make flag

1. Introduce hideout as home base: We are safe here, but be careful about redcoats wandering around. If you see one, hide or pretend to be doing something different. We’ll come back here after every part of our mission.
	1. **MISSION TIME**: “The Palmer Patriots want us to collect objects from various redcoat strongholds and figure out what we need to do with them. All I know is we first need to go back to *insert first location here (different for each tzrif)”*
	2. Sequence of mission parts (45 mins to complete all these missions)
		1. 21, 3: moadon, bunk, beit am a porch,
		2. 23, 35, 5: Bunk, moadon, beit am aleph porch,
		3. 1, 33: beit am a porch, moadon, bunk

At the Moadon: Redcoat is guarding a posterboard, let kids figure out a way to sneak past and get it

In the bunk: Markers have been hidden in the bunk somewhere, kids should find markers and leave everything as it was before

On the porch: Redcoat has envelope containing sheet of countries flags on them, campers must distract/trick them into giving them it with disguise or skit

**Important notes:**

-don’t tell kids directly how to get what they need, let them figure it out

- after getting materials, bring them back to hideout each time

-redcoat at station will provide clue onto next location

**11:30 A.M. FLAG MAKING TIME:**

-Back at the hideout with all your materials, kids should figure out pretty quickly they need to make a bunk flag

-tell them in addition, they need a skit, song, and also individual IDs

-prep them for upcoming ceremony where they present flag, song & skit

**12:15 A.M. – Ceremony / Defeat the Red Coats: Each Tzrif will present their skit, song and flag to the edah**

**MC:** Ilana & Dena

1, 21, 3, 23, 5, 33, 35

RED COATS APPEAR. CHASE US AWAY FOREVER!!!

* 1. For the counselor:
		1. Ask your kids to describe the flags of different countries. Ask them why the flags look like that. Talk about the symbolism of color, shape, number.
		2. Begin planning a flag for the tsrif. Make sure there is something for every single camper, like a star for every state but preferably more personalized.
		3. Oversee making the flag together.
		4. Kids who aren’t on the flag should work on a presentation of it and a history of their bunk.

1:00 Aruchat Tzohorayim

1:30 Menucha

Afternoon – Road Trip Across America

Goals: team bonding, creativity building, edah unity

Random groups, number your bunk 1 through 6, (Assign Groups!!! – a way to separate them!)

25 minutes per station and 5 minutes of transition time

2:30 pm – 5:30 pm

There will be 6 places to “visit” and 6 stations to represent the cities we will be traveling to. Each station will run certain activities related to that city and each chanich/a will have a passport that they made earlier that day and they will be stamped at each station to prove that they travelled there.

**Boston** – To “sound the alarm”, there will be an Apache- style race around A-side where each group will have to complete certain tasks in a row to reach the final destination and ensure that the Palmer Patriots have time to defeat the Redcoats. They will be given a baton (colored toilet paper roll) to carry the entire way to the end.

Start at the Gan. They hold hands and run together to Rabbi Gelb’s house. There, they sing the Ilanot song while doing jumping jacks. From there, they crab walk to the Beit Am Aleph and each answers a trivia question. They only get to answer one and they all must be answered correctly before they can continue. \*see trivia questions\* When they have all answered the questions, the form a single file line to run through the obstacle course made of benches and tables lined along the road toward Bunk 7. One by one, they must run through the course as fast as possible and tell the counselor there, “the British are coming! The British are coming!” Then they leapfrog together from Bunk 7 to the swing set, where they will sing the national anthem as loud as possible. Then, their passports get stamped at the swing set.

Counselor at Rabbi Gelb’s house: Dudi

Counselor asking trivia at Beit Am Aleph: Ben

Counselor at Bunk 7 and the swing set: Gayle

Total: 3 counselors

Questions:

1. Who was our 3rd president? (Thomas Jefferson)
2. Which city is known as “The Big Apple”? (NYC)
3. If the President dies, who becomes president after him? (Vice President)
4. What are the Supreme Court judges called? (justices)
5. What was the 50th state? (Hawaii)
6. What year was the first man on the moon? (1969)
7. What did Yankee Doodle call the feather in his hat? (macaroni)
8. What do the stripes on the flag represent? (13 colonies)
9. What is the current first lady’s name? (Michelle)
10. What is the biggest city in American by population? (NYC)
11. What president was responsible for freeing the slaves? (Abraham Lincoln)
12. How do you spell Mississippi?
13. What is the largest state by area? (Alaska)
14. What is the name of one of Columbus’s ships? (Nina,Pinta, Santa Maria)
15. How many original colonies were there? (13)

 stamp: bell

Locations: Migrash Rain location: ???

Need

**Nashville** - The campers will be split into 2 sub-groups and each will be given a piece of paper and a marker. The counselor leading this station will have a list of random words that they will call out one by one. Each sub group will have 3 minutes to come up with as many songs they can that have that word in the title (ex. word- beautiful, song – That’s What Makes You Beautiful). The group with the most songs wins that round.

 stamp: musical note

Location: Bunk 26

Counselor in charge: Amanda

Total: 1 Counselor

**Los Angeles** – Because of Hollywood, the campers will participate in a series of improve/Whose Line Is It Anyway games that build creativity and they can have fun. Some games you can play are:

1. Limitations: 2 or 3 campers are selected and begin to act out a scenario given to them by the counselor in charge. After 45 seconds or so, the counselor yells “freeze” and asks an audience member to yell out a limitation (ex. one camper can only stand on one leg or can’t show their teeth). They continue to act out the scene with their various roadblocks until the counselors asks for new limitations or the scene is over.
2. Party Quirks – There is one camper who is hosting a party and three party-goers. One at a time, they ring the doorbell and the host invites them inside. However, before, each camper was given a certain role/personality trait to act out and when all three party-goers have been invited inside, then the host has a chance to guess what exactly their role is (ex. You have to pretend be an Olympic gymnast or you must hate all the food that is being served).
3. Questions Only – Campers must act out a scene but they can only speak in questions and if they mess up, another from their group can be called up to replace them.

stamp: star

Counselor in charge: Micah

Total: 1 Counselor (maybe 2?)

Location: Outside bunk 26

Rain location: bunk 26

**Miami** – There will be a series of water related games at this station to symbolize the ocean. The campers will participate in a sponge race. The group will be divided into pairs and the pair will line up on one side with a bucket at their feet and a bucket across from them. Each pair will be given a sponge and working together, they must transfer all the water from the bucket at their feet to the bucket 15 yards away. The first group to finish wins.

\*techno in background?

Potential second game in case of time:

The Great Jungle Fire

The jungle is on fire, and the animals must keep themselves wet to avoid being burned.

This is a relay race. You need a bucket of water and a cup per team. Set the water bucket and the cup about 15-20 yards away from each team. There is also a list of animals that each team has. The list is as follows:
1. Bat
2. Leopard
3. Kangaroo

The first person pretends to fly like a bat, the second pretends to run like a leopard and so on. Bats must flap their arms wildly. Leopards must run on all fours. Kangaroos must hop. Once the 3rd person has run, the 4th person will start the list again as a bat, the 5th will be a kangaroo and so on. Once they reach the water bucket they must fill up the cup with water and throw it over themselves. Game ends when the teams have been through twice. The very last person must pick up the bucket and put it on their heads.

 stamp: water droplet

Locations: Migrash, rain location: ??

Counselor in charge: Eyal

Total: 1 counselor

**New York** – Play Apples to Apples in the Big Apple

 stamp: apple

Location: Moadon Ilanot

Counselor in charge:

Total: 1 counselor

**Houston** – Roll up several balls of tin foil to create "planets;" somewhere between the size of a golf ball and a tennis ball.

Create at least 2–3 planets for every guest that will be participating.

Hide the planets throughout the party area.

Divide the children into 2- or 3-person teams, and give each team a trash bag.

When you say, "Go," the children have 5 minutes to find as many planets as possible.

The team with the most planets in their bag at the end of 5 minutes wins!

* Make each team hold hands and stay linked while they search so they don’t float off into space
* They must skip everywhere
* Don’t get caught by the aliens (counselors) and if you are tagged, you must go back to your
“space station”

stamp: moon

5:30 P.M. – 6:15 P.M. Peulat Tzrif

6:30 P.M. Dinner

7:15 P.M. Peulat Erev