

Shabbat Va'etchanan

Theme: 10 Commandments

Hachana L'shabbat--- Talk about 4th commandment—and about bringing Shabbat home after last Shabbat at camp

D'var Torah: Ita Paskind

Pe'ulat Shabbat: Ten Commandments Stations

Division of groups—There will be 8 groups, approx 10 campers in each group. Meet at Tennis Courts/Moadon depending on weather. Groups will be broken up as campers arrive (co-ed is fine). There will be 4 locations and 2 groups will be at each at a time doing the activity in parallel. Staff members leading each station will rotate. Approx 8 mins per station+1 min of transition between stations. 1 member of Vaad Shabbat will be at each location helping to facilitate. Miktzoim should divide themselves among the groups.

Group 1: Tennis courts/moadon and omanut tent: Rebecca

Group 2: Tennis courts/moadon and omanut tent: Ofer, Gayle

Group 3: Upper Migrash by 32/Porch of Bunk 1: Ben, Leanne

Group 4: Upper Migrash by 32/Porch of Bunk 5: Hersh, Amanda

Group 5: Upper Migrash by Gan/Bunk 26: Ariana

Group 6: Upper Migrash by Gan/Bunk 26: Micah

Stealing-Ariel Reches and Tamar Austin

Pre-game Discussion: It goes without saying that stealing is wrong. If you don't want people to take your stuff without your permission, then you shouldn't do it to others.

How do you feel when others steal your stuff?

Now, we're going to play a game called Steal the "challah," in which the object of the game is to "steal" the object. True, stealing is against our 10 commandments... But just think how you feel when the object you thought was yours gets "stolen"

Split each group evenly into two groups and sit them with their backs turned towards the center line, approximately 20 feet apart. Assign numbers to each player on both sides from one to the final person. At the end, each team will have a number 1, 2, etc. In the center place an object. When you call out a number, the goal is to be the first to reach the ball, and bring it back to your side without being tagged by the other person. If you make it back safely, your team scores a point, if you are tagged, the ball goes back in the middle, and a new number is called.

Remember: Tag, not push!

Kibud av v'aim (respect parents)—Eyal Hanfling and Leora Spitzer

Pre-game discussion:

- why it is important to respect your parents?

- How has being away from your parents at camp changed the way you feel about them?
- What will it be like to go back home and see them again?

Game: Mother May I

Counselor is the "mother"

Objective/Rules:

One player plays the "mother" or "father". The other players are the "children." To begin the game, the mother or father far away and turns around facing away, while all the children line up at the other end. The children take turns asking "Mother/Father, may I ____?" and makes a movement suggestion. For example, one might ask, "Mother/Father, may I take five steps forward?" The mother/father either replies "Yes, you may" or "No, you may not do that, but you may ____ instead" and inserts his/her own suggestion. The players usually move closer to the mother/father but are sometimes led farther away. Even if the mother/father makes an unfavorable suggestion, the child must still perform it. The first of the children to reach the location of the mother/father wins the game. That child then becomes the mother/father himself, the original mother/father becomes a child, and a new round begins.

Some suggestions that fill in the "Mother/Father/Captain, may I ____?" blank include:

- -Take # giant steps/babysteps/frog hops/ crabwalk/Cinderella twirls.

If the "children" are reaching the "mother" or "father" too quickly, the "mother"/"father" may reject the child's suggestion by replacing it with "No, you may not do that, but you may ____ instead." They may reduce the child's original suggestion (for example, reducing five giant steps to three giant steps), or make a different suggestion, such as:

- Take (#) steps backward/ Run backward for (#) seconds/ Walk backward until I (mother/father) say "stop"

No being jealous (life's not fair)-Michael Patashnik

Shnik will tell a story to both groups at the location.

Don't Lie-Tito Levine and Ela

Two truths and a lie:

Counselor should explain the game and go first, having campers guess which one is a lie. After this take camper volunteers.

Post-activity discussion:

How did you feel being lied to?

(For those who went): How did it feel to lie?

In what ways did you try to figure out what was truthful and what wasn't?