

Peulat Shabbat—Balak

Goal: To convey the theme of the Shabbat (communication) along with what happens in the parasha.

10 min: intro (skit)

5 min: demonstration of game

5 min: split into groups

20 min: Campers play game in groups

10 min: discussion

5-10 min: telephone (only if there is extra time)

Intro:

Skit:

Start with skit explaining parasha. Narrator will narrate and counselors will act it out.

Example game:

Counselors will play an example round of catching the chicken. Show the campers how the game is played. The first volunteer will be riding a donkey (in keeping with the theme of the Shabbat). Make sure it is clear how the game works.

Divide the campers into groups. Send them to locations

Locations

Group 1: Moadon Soleliem

Group 2: Migrash (near gaga)

Group 3: Outside moadon Ilanot

#### Group 4: Migrash (near the amphitheater)

##### Opening Skit:

The actors don't speak during the skit. The only one speaking is the narrator. The actors act out what the narrator says after each line. Actors are wearing name tags.

##### Narrator:

- Balam is traveling on a donkey
- Angel appears; Balam can't see him
- Donkey won't go because of Angel (can't speak yet)
- Balam gets angry
- Balam keeps trying to make the donkey go, but the donkey won't go
- Balam gets even more angry
- Donkey asks "Why do you keep hitting me?"
- Balam can now see the angel and says "now I understand why you weren't going."
- Donkey says "Thank you for using your words."

##### Catching the chicken

##### How to play:

- Pick four volunteers
- Have three (of the four) go outside of the circle so that they can't hear or see what is being said in the circle
- Give the first volunteer in the circle a task to act out
  - Let the other campers in the circle know what the task is
- Call one volunteer in from outside the circle
- Have the second volunteer act out helping the first volunteer with the task
  - (They should be helping with what the person is doing, not the just imitating the literal action)

- Have them act it out for approximately 30-45 seconds
- Have the second volunteer join the circle and call the third volunteer in
- Repeat until all volunteers have gone
- After all volunteers have gone have them each say what they thought they were “helping” do.

After playing for about 20 minutes go to discussion questions.

#### Discussion questions

1. What did you observe?
2. Did other people interpret the non-verbal information differently than others?
3. What worked? What didn't?
4. What do you think the point of the activity was?
5. How does this relate to the theme of communication?
6. How can this relate to camp

If there is time after the questions have campers play telephone