**Peulat Shabbat Balak**

Shoafim 2018

**Location:**

* Mirpeset/Beit Am Aleph (BAA) -- *Rain or shine because our moadon ROCKS*

**Objectives:**

* Play Leadership Games
* Discuss Purpose of Games
* Discuss Leadership Within Balak
* Discuss Tzad Aleph Leadership

**Materials:**

* Kvutzah Lists

**Step-By-Step:**

* Gather the chanichim to the Mirpeset and get them quiet
* Welcome everyone to Peulat Shabbat, explain that they will be split up into kvutzot to play fun games and talk
* Split up into kvutzot
	+ Send an even amount of groups to various corners of the mirpeset and into the BAA (if it’s not BOILING)
	+ **Tzevet Leading Kvutzot (listed below) -- take your groups to your given locations**
		- Hannah + Yoav
		- Charlotte + Yair
		- Jacob + Gabe
		- Aviya + Tamar
		- Meital + Faith
		- Jess + Hila
		- Ben + Noam
		- Lily + Shawn
		- Daniel

***ONCE IN KVUTZOT***

* Do a quick icebreaker — the kids might not know each other’s names… and you probably won’t know them all either!
	+ Name
	+ Tzrif
	+ Where they’re from
	+ Another fun/silly/APPROPRIATE icebreaker of your choice (some options are listed below)
		- If you ran into a talking animal, what would you want to say to it
		- Favorite toe
		- Favorite or least favorite specialty kitchen utensil (that’s not silverware or plates… we’re talkin’ potato masher, peeler, apple corer, egg slicer, etc.) and why?
		- What item would you order in a subscription box? (A subscription box is a monthly shipment of an item of your choice)
		- Favorite way to pass the time?
		- If you could be any shape of pasta, which would you be and why?
		- Anything else you come up with that is appropriate and fun!
* Explain again to the kids that we will be playing a bunch of games. Ask them to be thinking about the common theme between these games as they’re playing them
* **Play a variety of these games** -- use your judgement on timing (approx 5-10 min) and level of activity:
	+ **Indian Chief**
		- Form a circle facing in to the center
		- Choose someone to be sent out of the circle
		- Once that person is gone, select a different member of the group to be the leader
		- Everyone will follow what that person does through the duration of the round
		- Bring the person back from outside the circle and have them try to guess who the leader is
			* The leader should be changing their moves as the game progresses
	+ **Jumping Circle**
		- Form a circle facing in to the center.
		- Announce that you (or the chanich/a leader) want the group to – “SAY WHAT I SAY, AND DO WHAT I SAY.”
		- Practice this skill with one of four commands – “JUMP IN,” “JUMP OUT,” “JUMP LEFT” or “JUMP RIGHT.”
		- Call out a series of ‘Jump’ commands, one after another for 20 seconds.
		- Re-form the circle, and announce that you now want the group to – “SAY THE OPPOSITE OF WHAT I SAY, AND DO WHAT I SAY.”
		- Continue with a series of ‘jump’ commands, one after another for 20 seconds, or until the circle breaks up too much.
		- Switch leaders
	+ **Guess-That-Song Hand Memory**
		- Send one person out of the circle.
		- Everyone finds two partners. One partner for their right hand and one for their left hand.
		- Each partner set has to share a part of the song (partner one has the first phrase, partner two with the second)
		- Once everyone is done, have them stand in a circle with their hands in front of them and bring the person back in
		- The person now has to choose two hands at a time to try and find the matches
	+ **Telephone --** I*f you play this game, also play broken telephone! It will likely make for good discussion later.*
		- Sit in a circle
		- Whisper a word into the person next to you’s ear
		- They have to whisper that word into the person next them’s ear
		- And so on and so forth until you get to the end
		- The last person says what they heard and the group compares the start word to the end word
		- REMIND THEM TO BE APPROPRIATE!
	+ **Follow The Leader**
		- Choose someone to be the leader and have everyone follow them as they walk around a *specific* location
		- Use your judgement about if this is a good game to play with your kvutzah!
* **After playing a few games,** transition into asking the following questions (listed below this bit for Tzevet):
	+ **Quick discussion notes for Tzevet:**
		- These kids are really insightful, have a lot to say, and love to argue. Let them debate, argue, and work things out with each other. Please add in guiding questions as you see necessary to keep conversation going.
		- If you have a particularly shy group with few volunteers, you can always just choose to go in a circle and have everyone give an answer.
		- Sometimes the kids just need a push to speak their mind because they’re nervous about what their peers might think of them. With that in mind, if you can make the group as open and accepting as possible, the more comfortable the kids will be sharing and the better conversation you’ll have!
		- You could also say: “I know that each and every one of you has lots of intelligent thoughts running around in your heads -- including an answer to these questions. I want to hear all the valuable things you have to say!” or something else encouraging to get the kids comfortable sharing their thoughts.
* **Game Discussion Questions**
	+ Why did we play these games? What did the games have in common?
		- *They will have a thousand and one answers, but the answer you’re looking for is:* *these games had themes of leadership and communication*
	+ How did it feel to be the leader of the games?
	+ How did it feel to be a follower?
	+ What did you notice as the leader/follower about your role in the game?
	+ What was the importance of communication in these games?
* **After going through those questions,** tell the kids that we’re going to switch gears to talking about the parsha briefly
* **Basic Parsha Questions**
	+ What is this week’s parsha?
		- Balak
	+ What happens in this parsha? *(Ask the kids first, but if they need help, here’s a super brief description)*
		- Balak was scared that the israelites were gonna destroy him so he hired balaam to curse the them. God sends angels to in front of his donkey so that the donkey doesn’t move forward. Balaam smacks the donkey. Donkey starts talking to him. (what’s that all about dude!?) Balaam sees the angels only after talking with his donkey. When he goes to curse the people, he only blesses them instead.
* **Balak Discussion Questions**
	+ The fact that Balaam only blessed the people instead of cursing them is a very powerful idea.
		- Balak chose to hire Balaam to curse the people. Why did he choose to him curse them as opposed to having them killed or exiled?
		- Why do you think Balaam blessed the people?
		- What do you think could have happened if Balaam had cursed the people?
		- Back to Balak -- how could he have changed his actions to improve his outcome?
			* *Clarification: he hired Balaam to curse the Israelites -- what could he have done differently to protect himself from the Israelites?*
		- What can we learn from Balak and Balaam’s actions and how can we apply these lessons to our lives here at camp?
* **Let’s tie it back to camp!**
	+ Explain to the channichim that since they are now Shoafimers, they are the oldest on Tzad Aleph and that everyone on Tzad Aleph is watching them to know how to behave, what to say, what to do, and how to act. They are role models for all of tzad aleph (and the entire machane) and what they say/do really does hold weight in the other edot. With that in mind, ask the following questions:
		- What does it mean to be a leader in camp?
		- What can you do/say to make sure you are being dugma’ot (role models) for the younger channichim?
		- What should you do if you see others not acting in a kind way?
		- How can you best model good behavior over the kayits?
	+ After these questions are finished/if time, feel free to do some role playing (set up scenarios for them to act out being the leader/follower in) or further discussion about leadership at camp and how the channichim are in such an excellent position as Shoafimers.