

Peulat Erev: Capture the Kosher Counselor!

first campers go to the
stations explained
on page 2

The campers are split up by bunk. Each bunk must stay together and run around capturing different counselors. Each counselor is assigned an animal. When a bunk captures a counselor, they must decide whether the animal is kosher or not. They can either keep the counselor or release the counselor "back into the wild". Kosher animals are worth 100 points and tref animals are worth -300 points so the bunks should decide carefully. After a counselor has been captured, that counselor becomes part of the bunk. This means that they will help the bunk capture other counselors. However, a counselor that has been captured may not help the bunk decide whether or not another captured counselor is kosher or tref. We will reconvene in the Bet Am Aleph after an hour and the bunk with the most points will win candy.

Introduction:

Jill will give a brief introduction on the laws of Kashrut while the other counselors disperse around A-Side (do not go past the Agam).

1. Land animals are kosher if they have split hooves and chews its cud are kosher.
2. Birds are not kosher if they eat meat.
3. Only fish with fins and scales may be eaten.
4. Shellfish are tref

Mira – Gazelle(kosher)
 Jill – Dolphin (tref)
 Spex – Giraffe(kosher)
 Alex – ostrich(kosher)
 Or – deer (kosher)
 Aaron - grasshopper(kosher)
 Rashi - dog (tref)
 Charlene – cow(kosher)
 Hannah – Oxen(kosher)
 Erica – sheep(kosher)
 Max Beede – catfish(tref)
 Sarah – crocodile(tref)
 Danielle – GoldenEagle (tref)

(if more live-ins come)
 Tibby – goose(kosher)
 Sam – goat (kosher)
 Mor – snake (tref)
 Sivan – whale (tref)

Wrap Up:

Once we meet in the Bet Am Aleph, each bunk will present the counselors they caught and say whether they thought each was kosher or not. The counselors will tell the campers if they are correct or not and explain why the animal is either kosher or not. Points will be awarded accordingly.

Jill introduces program. Go to stations around the bet am aleph and mirpeset. Each station lasts 3 minutes. Mira makes call to switch.

Tzrif 25 goes to station 1. Tzrif 35 goes to station 2. Tzrif 7 goes to station 3. Tzrif 8 goes to station 4. Tzrif 9 goes to station 5.

Station 1 (Alex): Kosher means fit. Each chanich must do 10 situps and 5 pushups to be fit to play.

Station 2 (Rashi): Draw your own kosher animal.

Station 3 (Erica): Cannot eat bugs. Give a cardboard box with dirt and "bugs" that must be sorted out.

Station 4 (Danielle): Pin the scale on the fish. Each chanich gets one scale to place. Close eyes, spin around 3 times, pin the scale.

Station 5 (Aaron): Identify the non-Kosher food products.

Supplies: Cardboard box, dirt, construction paper, markers, cardboard, poster, tape, pipe cleaners, face paint