Catch the Roo: a Trip to Australia

Program Type: Peulot Erev

Approximate Duration of the Program: 45 minutes

One-Line Description: Crazy, nonsense game to let some of their energy out and work as a team

Overall Goals/Themes: Engage campers in a more active way, while working as a team

Methods Used: Trivia, Strategy, Physical Activity

Supplies/Resources Needed: 16 flags of different colors, 50+ trivia questions, music, and cones

Educational Content: Trivia questions, Israeli Music

Ideal Location and Room Setup: BAB, cones splitting room into four quadrants

Tzevet Roles and Preparation: Sarah and Ethan running it, Hannah B. in charge of jail, everyone else is mandating a quadrant

Instructions:

1. Send all Chanichim to Cafe Ramah. Lights will be turned off and Ethan and Sarah will act the parts of flight attendant and pilot. They will announce that they are traveling to Australia to capture the Roo- Palmer’s very own mascot. They will make airplane safety announcements and that there are refreshments. Other counselors will walk around providing juice. There will be loud airplane noises, and after a few minutes, counselors will announce that they have landed, but Roo is nowhere to be found. Therefore- we are beginning the capture the Roo game to find Artie the Roo. Then bring each group through into Bab by color.
2. Tell chanichim teams during menucha/bechirot. They will wear team t-shirt color to dinner. After dinner, they should head straight to the BAB. Kids with after-dinner meds will arrive a little late.
3. The room will be split into four quadrants. Each quadrant has a flag of every color.
4. The teams will play capture the flag. The goal is for the team to get as many flags by the end of the game.
5. Israeli Music will be playing throughout the game. If at any point during the game the music stops, everyone must freeze. Failure to do so will result in the violator being sent to the jail.
6. If a player is in another team's quadrant, and the person’s whose quadrant it is tags them, they are sent to jail.
7. If a player is in jail they must answer a trivia question while speaking in an australian accent to get back in the game. After answering the question correctly, the player must hop back to their original team

TWISTS:

1. At any point, Sarah and Ethan can shout “zman roo” and everyone has to hop around until instructed to resume normal play
2. At any point, Sarah and Ethan can shout “fight song” and everyone has to stop what they’re doing and sing the fighting roo song
3. At any point, Sarah and Ethan can shout “yemin” or “smola” and everyone has to hop on either their right or left foot