**Peulat Erev: Fake Bar Mitzvah**

**Goals:** Introduces campers to common Bar and Bat Mitzvah games, thus creating a foundation for them to feel comfortable in the coming years of “Bar Mitzvah Season”, helps them engage in physical activity and have fun with friends. Also, if Israeli games are played, it introduces aspects of Israeli culture to the campers.

Invite each bunk to a “Bar Mitzvah”, where they dance to the Cha Cha Slide, Electric Slide, Macarena, etc, and play classic Bar Mitzvah games like Musical Chairs, Coke and Pepsi (rules below), and Mummy Wrap, and also some Israeli Bar Mitzvah games.

Campers will enter the mirpeset in bigdei Shabbat. Music will be playing, and

7:15 campers arrive

7:20 begin coke and pepsi

7:30 mummy toilet paper

Israeli Bar Mitzvah Game: Flour and jelly beans- plates of flour with jelly beans under the flour are given to campers. They have to blow the flour away from the jelly beans. The first person to get all the jelly beans wins.

7:45 free dancing

8:00 rad Hayom

**Possible Alternative-Scavenger Hunt:** You can have as many people as you like play this game. Have the חניכים come to the dance floor with a chair. Everyone must sit. The MC calls out an item. The *chanichim* run to find one. While they are gone, *madrichim* remove one chair. The chanich who comes back and doesn't have a seat is out. This can be done quickly by calling another item while people are still out and removing another chair. We can also create a list of items for them to find while they are out and the first team back with all of the items wins

**Coke and Pepsi**

Ask each camper to select a partner. One teammate stands on one side of dance floor with the other teammate directly across from them.

One side is designated Coke and the other is Pepsi.

If the MC announces COKE!:

All players on the Coke side of the floor have to run across to their partner on the Pepsi side and sit on their knee. (last person reaching called side will be out)

If the MC announces PEPSI!:

Repeat directions as followed for Coke following same rules for elimination.

If the MC announces 7UP!:

All players have to freeze (anyone displaying any movement is out)

If the MC announces DR. PEPPER!:

All players commence to switch sides and names (Coke players are now Pepsi and visa versa)

If the MC announces SUNKIST!:

All players meet in the middle of dance floor and twirl each other around and then return to original side. (last one to side is out)

FUN RULES:

TERMINATOR:

Drops to one knee, points to his or her partner and says “asta la vista baby”

SHAKESPEARE:

Drops to one knee, put your hand up in the air and say “to be or not to be”

FLINTSTONES:

All shout “Yabbba, Dabba Doo”