Banim Bonding: Fort Night

Program Type: Peulot Banim

Approximate Duration of the Program: 1 hour

One-Line Description: Its a multi-tiered game

Overall Goals/Themes: Get the banim to bond and come together as a banim

Methods Used:

Supplies/Resources Needed: paint (red, blue, green, yellow, purple), boxes, chadar paper, water balloons, dodgeballs, ball pit balls

Educational Content:

Ideal Location and Room Setup:

Tzvet Preparation and Roles:

Instructions:

1. Chanichim will wear white t-shirts and clothes they don’t mind getting dirty to aruchat erev
2. Split the chanichim into squads in the chadar (9) using paint per team
   1. 5 teams (red, blue, green, yellow, purple)
3. Each madrich is going to lead one group to a different section of machane gimmel
4. For the first game, distribute the boxes and chadar paper to build the fort. Madrichim will distribute water balloons, dodgeballs, and ball pit balls to the teams too. They will use cardboard boxes and chadar paper to build a port-a-fort. They will be given 10? minutes to build the forts. They will use water balloons, dodgeballs, and ball pit balls to destroy other teams’ forts.
5. They will be given 5 minutes to rebuild the forts
6. For the second game, distribute the paint in various forms. Their squads will try to spray paint on each other while trying to complete battle pass objectives.

Game 1:

* Set up the 5 teams in a circle
* They each get cardboard boxes, chadar paper, tape, and anything they can find in machane gimel
* They have 10 minutes to build their forts which must use every box and lots of tape
* They are also given 3 bases to survive the storm which is the ground
* They are given ball pit balls in a bag and 2 cups of paint and a bunch of popsicle sticks
* If you touch the ground for more than 3 seconds then your out
* Every 2 min, the storm gets smaller and the teams must move their bases closer towards the center of the circle
* 2 members of each squad can use the 3 rubber bases to safely traverse to other squad’s bases to try to knock them down with the balls, chanichim can pick up the balls (reload) as long as they’re back on their bases within 3 seconds
  + Madrichim can give the balls back to the attacking team
* The defending team…
* If you get hit

Game 2:

* Blindfolded trust walk to your ‘drop zone’ with entire squad
  + Drop Zones
  + 