**Team Shoafim 2013!**

**Round robin of awesome peulot!**

Goals:

·      Welcome chanichim to camp & the edah

·      Encourage them to get to know each other a little better

·      To show they are the leaders of Tzad Aleph by playing games that require team work & participation

Materials:

·      Tape

·      Scissors

·      colored paper

·      Newspaper

·      Posterboard

·      Hula hoop

·      42 cups

·      Spoons

·      Water

·      iPod/Speaks (2 sets)

Roles:

·      6 groups (5-7 min per station)

·       introducer (Jay (Sara, Abigail, Eric if needed)) (5-7 mins to introduce and break into groups)

·      1 mediator (tell stations when to switch) (Eric)

·      1 counselor to travel with each group(see below)

·      1 counselor to lead each station (see below)

Outline:

·      6 groups of 13 rotate to 6 different stations during the course of this peulah

·      Stations:

o   1. Pass hula hoop around circle (twist—other direction, with eyes closed)

o   2. Fill a cup with water via spoon in mouth

o   3. Everyone makes a sound – then make big music composition. The counselor in charge of the station will then conduct the composition

o   4. Muffin Game

o   5. Make a cup tower—but it is freeze dance so you build while the music plays

o   6. Unwrap the newspaper present

Description of Stations:

·      1. Hula Hoop:

* Campers will gather in a circle holding hands. A hula hoop will have to pass through the circle without letting go. The point of this station is to build teamwork and accomplish a goal.
* Location: Middle of the Migrash
* Madrichim: Shula

·      2. Water & Spoon Race

* Campers will balance a spoon in their mouth. Madrich will pour water into the spoon. They will have to walk/run 5 feet and then dump whatever is in the spoon into a large cup. They keep going until the cup is filled (all the way or to the line) The point of this station is to get the group to overcome obstacles thrown their way.
* Location: from Tzrif 7 to the swings
* Madrichim: Maya Levy

·      3. Music Composition

* Each camper thinks of a unique sound or noise. The counselor is the conductor and creates a musical composition of all of the special noises together. This shows the importance of every member of the group, and shows that you can’t get to the final product unless each voice is heard.
* Location: Beit Am Aleph – use the stage!
* Madrichim: Matan

·      4. The Muffin Game

* In order, everyone asks a question to the person to their left and answers the question they are asked. They must remember both the question they asked and answered. Then get up and switch and ask the same question/ give the same answer. This creates a funny situation and it is an entertaining peula. They will want to keep playing it over and over!
* Location: on the migrash outside the beit am aleph

·      5. Cup tower

* Chanichim must build a pyramid using plastic cups. But they can only build when the music is playing. In the beginning divide the cups up evenly to ensure full participation of each chanich. This peulah requires group communication—they need to discuss where to put the cups, strategize, and be careful not to build while the music stops (or they will have to start from scratch!)
* Location: Mirpeset
* Madrich: Jay S. Nachenberg

·      6. newspaper game

* A wrapped package is passed around, while music plays. When the music stops, the person holding the package must unwrap a layer. Each layer will include a prompt or question. Chanich must answer the question and then the music continues, until the last layer is revealed. Inside is the puzzle piece!
* Location: in a circle on the Migrash outside of 19
* Madrich: Abigail

Groups: (Miktzoim who are available should follow their group)

·      Group 1 Leader: Carmi (Shamila)

·      Group 2 Leader: Alizah B. & Barak (Isaac)

·      Group 3 Leader: Dvir & Sam (Sarah Shetrit)

·      Group 4 Leader: Sally & Nathan (Yael, Meital)

·      Group 5 Leader: Jacob (Bess, Tara)