

Peulat Erev
7/30/07
Magshimim

HUMAN GUESS WHO

Goals: bunkmate bonding, enjoyment with edah, creativity

rules:

- 2 bunkmates have to dress as much alike as possible. Their exterior look must be similar. (ex: both must wear hats, glasses, same color shirts, same make up...etc.)
Be creative and have fun! (They can draw on the same facial hair if they want)
- Two benches set up in the middle of the room: 1 pair of partners stands back to back and they have to guess each other's person. They must tell the counselors in charge who the person is). Must ask yes or no questions.
- 6x6 rows on each side (tape x's to show where everyone sits)
- Everyone is standing and sits down as they are eliminated by the responses from the questions.
- Bottom bunks on one side, top bunks on the other
- Preferably 2 rounds, 2 counselor pairs also participate and the rest keep everyone quiet.