**Icebreaker Games -- First Peulat Edah 7/25/2017**

By: Roi, Allison, Matan

**Goals:**

* Ice breaking
* Learning your tzrif members’ name
* Having fun

**Outline:**

1. Circle around by tzrif. Introduction
2. Game- “Hose them down! “ by tzrif
3. Explaining Tifsuni by tzrif. Sending each tzrif to their Tifsuni group.
4. Tifsuni demonstration in the center.
5. Game- Tifsuni by Edah
6. Forming the Rows & alleys maze
7. Explains Rows & alleys to the Edah
8. Game- Rows & alleys
9. Ending the Peula- send chanichim to their next thing

**Madrichim roles:**

* Roi Allison Matan: facilitating the Peula. Introduction, Edah wide explanation, Tifsuni demonstration.
* Gefen, Faythe, Emmett, Matt: Tifsuni demonstration
* Everyone: helping the Peula run, running “Hose them down” keTzrif, shooshing and hushing.

**Games:**

1. **Hose them down! (bang bang bang)**

Every Tzrif stand in a circle. A person’s name is called out. That person must duck. The person on their right and the person on their left now face each other and pretend to “hose each other down” while making a “pshhhh” sound. The first one to run out of breath is out. If the person who’s name was called out doesn't duck- they are out.

1. **Tifsuni**

Tifsuni is a form of a Tag game in 2 groups. The goal is to take all of the other group’s members captive. The way you take someone captive is by outrunning them. Each group stands in the far end of the room facing each other in a row. Group 1 sends a representative to the group 2 line. Group 2 lays their hand out. The representative from group 1 tags 3 people saying “tif” “su” “ni”. The person on group 2 who receives the “ni” now needs to chase down and tag the group 1 representative. The group 1 representative has to run back to their group. If they manage to run back to their group before being tagged they take the group 2 person as prisoner. If they are tagged before they manage to get back to their group, they become the prisoner. The prisoner now stands behind his captor. If the captor gets tagged, all of his prisoners are released back to their group. The game ends once one of the teams manages to take all of the other team’s members prisoners.

Group 1

40, 42, 54, 58

Group 2

41, 49, 56

1. **Rows & Alleys**

Rows & Alleys is rat race in which the maze consists of people who shift their position on command. All of the chanichim stand in rows with an arm’ length distance between them. When they are told “rows” they spread their hands to their sides, creating rows. When told “Alleys” they turn 90 degrees, arms still spread, creating alleys. There are two people, a cat and a mouse, who play tag inside this shifting maze.