

## Peulot Shabbat

### Improvisation

We split the Edah up into five groups. Each group had about 8 kids in it. They rotated around stations that we set up in the tennis courts, and at each station they participated in a different improvisation game led by one counselor.

The games were:

**Party quirks:** The Host leaves the stage/game-area while three Guests decide what strange and funny trait or persona they will have and act out (for example: elephant, TV, Hannah Montana, sumo wrestler). Then the Host returns as the Guests leave the stage. One by one, each of the Guests rings the doorbell and is let in by the Host. The Host asks the Guests questions, serves them drinks, and entertains them as a Host should, and all the while tries to figure out what their trait is. Once the Host has guessed all traits correctly, the next round begins.

**Freeze:** Two actors improvise a scene in a setting chosen by the audience (for example: elevator, Mars, Ed's porch, The pirate ship from "Pirates of the Caribbean"). After at least 20 seconds, and when a member of the audience has an idea of where to take the scene, members of the audience may yell "freeze!," causing the actors to freeze, and then "tap out" an actor by touching them on the shoulder and switching places and roles with them. They must continue to act out the part of the actor that they switched with and

**One Word game:** Everyone sits in a circle and tells a story by contributing one word out loud. One round (one sentence in the story) may sound like this, going around the circle: "One" "day" "my" "toe" "bit" "a" "frog" "and" "laughed" "Period." In the future, I think it would be fun to somehow record the story (on paper may be too slow, maybe on tape) and play it back.

**Prop Game:** Materials include two or three props (for example: a styrofoam plate, a kazoo, a strangely shaped rock). If there are two props, the campers get in two lines, if there are three props three lines. The person at the front of each line says "This isn't a \_\_\_\_\_ (fill in the blank with the actual name of the object: styrofoam plate, kazoo, rock), it's a \_\_\_\_\_ (fill in the blank with a made up use or imaginary purpose for the object: frisbee, alien-brain-sucker-outer, fossilized dinosaur brain)". This game can be very silly, and they did best when the counselor occasionally led them in a funny direction.

**Question Game:** Two actors stand on the "stage" and the rest of the group makes up the audience and sits on the ground. The actors act out a scene in a setting chosen by the audience and then have a conversation in which they can only speak in questions. They must say something within 5 seconds (you can change this time limit according to the group) or else they must join the audience and be switched by someone else. If they do not speak in a question, they also must switch with a member of the audience. An example round may go like this:

A: How do you flush this toilet in Ed's bathroom?

B: Could we try pulling the lever?

A: What if it gets clogged?

B: Do we have a plunger?

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A: Yes (this person now switches out because they answered in a statement, not a question)  
Some of the funniest settings were not random, but carefully chosen to be related to their lives and experiences. For example: Ed's bathroom, the bottom of the agam, machaneh gimmel when aliens took over.

In all of the games, the campers loved being silly. They needed to be reminded of the rules and also given ideas for silly situations. Once they started getting silly, they had a blast. Overall, I think that this game was a little bit above their age level, but still went well and gave them a doable challenge. We played the games in a round-robin on the tennis courts - and the amount of energy was high! I would recommend doing it again.

## Havdallah

Four groups. Learn the prayers, practice reading them/singing them.  
Explain one prayer (one prayer per group), and create a skit that features the ritual object as a character.

Wine

Spices

Candle

Separation