

P E U L O T T Z R I F
I D E A S

**GREAT INDOOR RAINY DAY
ACTIVITIES TO DO WITH
YOUR TZRIF!!!**

H A V E F U N A N D B E
C R E A T I V E

Switch Around:

This is a simple low-key game that's fun and gets everyone involved. Between 1-3 people leave the group and go someplace where they cannot be seen. Once out of site, each person changes one or two things that they have on them around. This could be anything from turning their shirt inside out to untying their shoelaces. Then they rejoin the group and have people try and figure out what they have changed. According to what the leader feels is best for the group, they can have either the people that guess correctly go next or they can make groups and have them rotate.

Freeze Frame:

This game begins by the leader telling the group that they are going to take a picture, but the group must create the picture they are going to take. This is done by the leader saying what type of thing they want the picture to be of, then participants go up one by one and pretend to be something they think would be found in a picture. For instance, if the picture was of swimming, someone could go up and be the pool, the next person could be the water, someone else might be a life guard or even the life guard's whistle. When ever a new person goes up, they place themselves in their desired position, tell the group what they are, and then must remain frozen in that pose until everyone has joined the photo and the leader pretends to take a picture of the whole thing. Topics can range from something specific such as a soccer game or something more broad such as camp or Shabbat.

No Laughter:

This is a fun and humorous game. The group is split into two teams. The teams then line up across from each other (facing each other). The first group is given thirty seconds to make as many people on the other team laugh. After 30 seconds the second group then is given a chance to make the first group laugh. Whichever group makes more people laugh wins. You can also give points for the each person that lasts and play several rounds until a certain score is reached. The leader can also decide if the group that is trying to make people laugh can speak, or only do things such as facial expressions

Object Bag:

This activity is generally better to do with groups that have spent a fair amount of time together and know each other relatively well. Each person, without anyone else in the group seeing, places an object in the designated object bag (should be a large bag which no one can see through or into) that they feel is representative of them selves (i.e. baseball glove, necklace, paintbrush). Then the leader removes one object from the bag in front of the whole group and people takes guesses as to whose object they think it is and why they think that. Once people have been given ample time to guess the person whose object it is reveals them selves and explains why they chose that particular object.

Note - It is usually best for the leader to go around collecting the items from each person individually in order to avoid other people seeing what someone is placing in the bag.

Who am I:

In this activity one person from the group is chosen to be the mystery person. That person is then given a hat, which has the name of someone taped to the front (important the mystery person cannot see the name that is on the hat). The mystery person must try to figure out who they are by asking the rest of the group yes or no questions (i.e. do I like to play soccer? Or do I sleep on a top bunk?). Once they figure out who they are a new mystery person is chosen and the game is repeated. The mystery person could either be assigned the names of other people in the bunk, celebrities or famous fictional characters.

Darling if you love me won't you please please smile:

Have your tzrif sit in a circle. One person is in the middle they are it. They have to go around to people in the group and try and make them laugh by saying "Darling if you love me won't you please please smile." They can be as silly as they want when they say it but they are not allowed to touch them. If a person laughs it is then their turn in the middle.

Two Truths and a Lie:

Each person has a turn saying two things that are true about themselves and one lie. Their bunk mates have to guess which thing isn't true about them. Whom ever gets it gets to go and take their turn.

Talk Fest:

This is a fun, silly game to play, Two people get up in front of the group and stand facing each other. The leader then gives them a topic (anything from Israel, to dental floss, to a camp activity) and both people, at the same time, must immediately say as much about the topic in one minute. The group then decided which person said the most, or made the most sense, and what person is the winner.

Mafia:

Supplies: One deck of cards

Preparation: One person is designated as the Moderator for the game. The moderator will not be playing, as such, but is vital and necessary nonetheless, and can have quite a bit of fun anyways.

Cards are selected from the deck, one for each player. The meanings of the cards are as follows: Queens = Mafia, Kings = Sheriff, Number cards = Ordinary People. There should be 2-3 Mafia, 1 Sheriff and the rest Ordinary people.

Start Play

The moderator proceeds to each player and allows them to choose and keep a card, without showing anybody. This card will be that player's identity for the round.

The goal of mafia people is to eliminate everyone else; the goal of everyone else is to eliminate the mafia. Once all players have an identity the moderator begins a story of his liking, that results in the following...

All players close their eyes -- no peeking. The mafia people "wake up" by opening their eyes (and if there is more than one, by looking at each other if they like). They then, in conjunction, silently, decide on another player to try to eliminate, by pointing to that player. The moderator makes note of the victim, and the mafia go back to sleep.

The sheriff now wakes up, and points to another player, to ask whether or not that player is a mafia player. The moderator, having just seen who the mafia is, nods yes or shakes his head no. The sheriff goes back to sleep. Now, everybody wakes up. The person at whom the mafia pointed is now eliminated. Eliminated people are out of the game, and may not make any signals or say anything, and are simply silent observers. When a person is eliminated, he reveals his card so that everyone can see what he was.

The remaining players now decide who they think are in the mafia. Once a consensus has been formed around a player, the group votes, and if they decide to officially accuse someone of being in the mafia, that player is eliminated, and should then reveal their identity to the group. After one accusation has been played out, play continues with another round. Everyone goes to sleep and the process begins again. Play continues until all remaining players are either mafia or non-mafia, at which time the remaining players win!

The Beach Ball game:

This program can be done with any age group. Just make sure the questions are age appropriate,

Materials: Beach Ball and permanent marker

Once you have the beach ball blow it up. Write questions and unfinished statements all over the ball

- Ex. How many siblings do you have?
- What's your favorite color?
- My favorite tv show is
- When is your birthday?
- My favorite camp activity is...
- If I were a movie star I would be...
- If I were a character from the torah I would be...
- My favorite movie is
- The candy I could eat all day long is...

Make sure the questions are written before the actual peula. Person 1 starts with the ball and throws it to someone else in the circle. When the person catches it where ever their right thumb has landed is the question that they need to answer. Be creative with your questions and statements. This is a great way for a tzrif to learn about eachother!