

## Peulat Erev 7/21/15

Planners: Reut, Jess, Will

Location: Beit Am Aleph

Goal: Work as an Edah to complete challenges together and bond.

Description: Based on the TV show Lost. The edah is involved in a plane crash which leaves them stranded in an unknown place with people who they know and others who they do not know. They must work together to survive in this new place.

- Materials: Every camper should bring something (like a shirt) to blindfold themselves with.

### Method:

1. Split chanichim into groups and blindfold them. They will begin a trust walk as if they were going on an airplane on a trip from Boston to Israel. (Trust walk from Beit am aleph to middle of the migrash)
  2. In the middle of the migrash, the plane "crashes" and madrichim shake the chanichim and un-blindfold them. Madrichim act scared like they don't know where they are.
  3. Once they crash, madrichim take their groups and read a clue they have already been given to the location of their survival pack and let their chanichim find it. Once it is found they go to Mirpeset.
  4. Once they have their survival pack they must use the contents to make "shelter" which they will present to everyone else.
  5. The chanichim are then shown a "radio" which can help them contact the outside world to come and save them, but it is missing a code.
  6. Inside their bags there are pieces of paper with numbers written on it. They are laid down on the floor and the campers must step on numbers to cross to the other side. But certain numbers (not told to the campers) are "bombs" which make their path incorrect. The correct sequence of numbers to cross over is the code to the radio.
  7. But then Michtzoim take off shirts to reveal black shirts like "the others" on the show Lost (other people who have been living there long before) and say they have stolen the radio, leading to the next night's peulat erev which will be capture the flag (radio) against the michtzoim/madrichim.
- to make the peula connecting with the next one, for the next day, "the others" will be wearing all black throughout the day. every time the chanichim sees them around camp they must avoid using the words: no, but, why, when. if they use any of the words, we tell them it will slow them down on their search for the radio next peula. (the next peula is a huge capture the flag, the kids that fail the task of "the others" will start as captured on the game). - we explain all that on the end of the peula.

Sikkum: Show that we are all Lost in this camp, secluded from the outside world for a month, but we are lost together as an edah who must work together.

### Groups:

<p><b>group 1:</b>  Bland Jake  Dicker Benjamin  Arber Tal  Bromberg-Seltzer Adeena  Blumenthal Rebecca  Backman Elise  Leah Fandel  Petshaft Gabe  Liebman Jeremy  Traiger Kayla</p> <p><b>group 2:</b>  Benstein Nadav  Doft Etan  Cohen Benjamin  Sara Fandel  Tova Gelb  Talia Cain  Berger Anna  Rider Jesse  Scheinberg Avi  Rosenthal Sadie</p> <p><b>group 3:</b>  Fandel Aaron  Epstein Jacob  Hart Caleb  Jacobson Sophia  Charlamb Abigail  Firoved Cecilia  Gilman Eliana  Schaner Gabriel  Wagger Marc  Scheer Rachel</p>	<p><b>group 4:</b>  Forrest Ben  Gabbai Adi  Levanos Micha  Kaplan Daphne  Cooper Kyla  Kuperberg Avital  Halloway David  Wagner Ethan  Dashevsky Sari  Schlactus Shelby</p> <p><b>group 5:</b>  Israel Micha  Gerber Gilad  Medros Nathan  Levy Dalia  Harris Maayan  Lieberman Ariella  Haas Yonatan  Werchowsky Benjamin  Scheer Sophie  Volpi Naomi</p> <p><b>group 6:</b>  Margolis Micha  Hauer Alexander  Minsk Oren  Sherry Jacquie  Linder Hannah  Novick Yael  Merenstein Simon  Werbel Jonah  Wittlin Joshua  Schranz Yael</p>	<p><b>group 7:</b>  Mozer Daniel  Lamdan Joshua  Seeley Harrison  Siegfeld Ariel  Lowenstein Peri  Novick Yael  Rosenblum Liana  Sherman Josh  Wittlin Deborah</p>
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In order to find a survival pack that can help you survive this strange place, we put up some clues for you.. there are 7 packs in 7 locations. You need to go to the place and search for the pack. If it was taken by another group, you should go search somewhere else!  
good luck..!

**Clues:**

1. If you are not moving, your are using it the wrong way. Even when you are moving, you don't really get tired.. up & down you go..
  2. Here you must move, and fast! if not, you might be out..! it's a closed arena.
  3. You can sit, rest, lay in the sun, have water fights all at the same place..!
  4. where it's so nice to pray!
  5. they similar names.. but one is up and one is low. both contains packs!
  6. you can go really high, using ropes, but it's not a tower.
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