

SHOFTIM Alternative Tefillot 5/9
City of Refuge

Part 1: Shoftim Moral Dilemmas

Camper get to be the “judges” and decide what’s right

1. You see a group of campers doing something really fun over in Machenah Gimel (rikud, archery, omanut etc.) You really want to join them, but in order to go play you’d need to leave your bunk without telling your counselor. What would you do—stay in the bunk or go play?
2. The Chadar served delicious cupcakes (or any desert) for dinner, and they were AMAZING. You already ate one, and you really want another. You see that there’s an extra one the table, but then realize that your friend is in the bathroom and hasn’t gotten a cupcake yet. What do you do—eat the cupcake or save it for a friend?
3. It’s late at night and you can’t fall asleep. You really want to listen to your music and sing along, but realize it might wake up your counselors and bunkmates. What do you do—be quiet even though you can’t fall asleep or listen to music?
4. You have your swim suit on and are super excited to go boating at the a-side agam. You walk there really quickly, but when you get there you don’t see a lifeguard or any other campers. You’ve been looking forward to boating all week. What do you do—go boating or wait for a lifeguard?

Part 2: “City of Refuge” Tag

Intro: If you accidentally do something bad or hurt someone’s feelings, G-d wants to make sure you can be safe.

Designated 6 cities of refuge

When the high Priest dies, you are cleared and can leave the city safely

RULES:

2 people are “it”

If you’re tagged, sit down

Hoola Hoop = “safe” city

6 hoola hoops

Stay in for 5 seconds