

Opening Day Peulat Tzrif

Things to do while you're waiting for the rest of your bunk to arrive....

- Card games (Uno, Apples to Apples, etc)
- Write a letter to yourself to be opened on the last day of camp
- Make welcome signs for the other campers, decorate bunk
- Friendship bracelets
- Double lines
 - The program leader should divide the group into two teams, each team should stand in a line and the lines should face each other
 - Each camper should be set up with a "partner" in the line across the way.
 - Each camper should take 10 seconds to "study" how his/her partner looks.
 - The counselor should ask each line to turn around with their backs to each other and the campers in one line should change something in their outward appearance. For example, a shirt tucked in could be taken out.
 - Now both groups turn around and the campers in the other line try to guess the change.
- Taps
 - Throw a ball back and forth in a circle, immediately throw to another person while saying names
- Kick around soccer ball, HORSE
- Amoeba
 - First, you're an amoeba: on your knees playing rock paper scissors
 - Then, whoever wins becomes a chicken
 - Whoever wins that round, becomes a dinosaur
 - After becoming a dinosaur, if you win three games in a row you reach the level of magician
 - If you lose a game, you devolve into the level below
- Ant tag
 - Start off like regular game of tag
 - When you get tag, lie down with hands and feet in the air and 2 people have to carry to the ant hospital; then you are saved
- Also, remember you can always combine with another bunk in your edah to play these games while campers are arriving!

Things to do when all your campers have arrived....

- Bunk Brit
- M&M game (can be played with Mike and Ikes or beads)
 - Take a certain number of M&Ms, and for every color say something different about yourself (ie, Red: what you're most looking forward to for camp, Yellow: favorite kind of fruit, etc.)

- Create a bunk count off
- Make a bunk playlist
- 2 truths and a lie
- As the Wind Blows
- Wah!
- Create a bunk song or chant
- Competitive Rock Paper Scissors
 - Everyone starts playing Rock Paper Scissors
 - When you lose, you become attached to your opponent and have to follow them around, cheering them and supporting them
 - Eventually, everyone is cheering on a few campers until the final faceoff
- Hands in a circle
 - Everyone puts his/her right hand over the left hand of the person to the right.
 - One person starts by hitting the ground once with his/her hand. The camper to the left continues. If a camper hits the ground twice, the direction changes.
 - The game continues until one person breaks the rhythm or direction. That person takes his/her hands out of the circle. The game continues until one person wins.
- Fun facts
 - Pass out strips/pieces of paper so every camper (and counselor) has 3
 - Each person writes down a fact about him/herself on each piece of paper that no one in the bunk knows (or most don't know)
 - Each camper/counselor picks up a fact and reads it out loud, trying to guess who it is
 - Discussion or fun stories ensue until the appropriate person comes forward and explains the fact if necessary
 - Continue around the circle three times until all facts have been revealed