

June 28

Shofim Peulal Erev

Shofim 2010

Passport to Israel

3 station rotation. All 3 groups join at the end for a dance party in "Tel Aviv"

After dinner, all campers meet in Beit Am Atd

Group 1	2	3
Talya K	Kayla H	Kayla S
Matthe	Hallie	Bar
Rebecca F	Kitty	Renee
Elizabeth	Rachel	Suzie Zeff
Zoe	Hannah G	Sarah M.
Isabella	Eliana	Shira
Amanda	Talia	Esther
Toni	Veronica	Adina
Hannah Blas	Tali G	Sole
Alexa	Suzanne S	Zmira
Itamar	Nate G	Leora
Jordan	Micah	David S.
Hamison	Hadar	Eman
Yoni Gelb	Yoni Ofrit	Daniel
Jacob Gross	Hillel	Ilan Small
Charlie		Gabriel

Goals+Themes - To learn about different cultures in Israel, to discuss and explore attachment to inanimate objects (Kotel)

Methods - discussion, arts/crafts, talk (Yehuda)

Supply list - Sarah gave it in already

Each station lasts for 8 minutes, which gives 2 minutes of switching time (so 10 min total)
for ea. station

① campers are split into the 3 groups. They should sit in the shape of ~~an~~ a plane, after which will announce. "welcome to EL Al Flight 237." → Beit Am 10

will pass out half pieces of construction paper and markers.
Passengers will make passports.

Group 1 stays in Beit Am for Jerusalem station

(staff: Solomon, Or, Tali)

A volunteer proposes to me wait + is then asked how s/he feels.

Questions / Discussion

How can we feel an emotional connection to something that is not alive?

People can share Kotel experiences

Is there anything comparable to the Kotel in the US?

~ About 8 minutes. At the end, each passport should be stamped

Group 2: Mirpeset for Haifa Station (Ben, Sarah, Steven, Mira)

with tinfoil, pipe cleaners, toilet paper, and other materials. passengers will make robots → Technician

Tell them they have to make the most creative robot

~ 8 minutes. At the end, stamp each passport.

Group 3: Yehuda's room in Beit Am (Arielle, Shana, Naomi)

subject: Yemen

~ 8 minutes. At the end, stamp each passport.

All Groups will go to Tel Aviv (Agam) for a dance party with Israeli music

Freeze game run by Sarah

* live ins can divide up + help