

## Peulat Shabbat

Generally, our peulat Shabbat tended to be active and silly. They were definitely all content based, but none of them followed the discussion format we used in the morning. I'll highlight our most successful peulat Shabbat:

**Yom kodesh/ Yom chol:** this was a part of peulat Shabbat that repeated itself each session. It was designed to teach about how Shabbat is a holy day that is different than all the other regular days. When a madrich yells "yom chol", all the chanichim run around like crazy, and play with balls if they are provided. When a madrich yells "Yom kodesh", the chanichim all "rest", and stop playing and lie down on the floor. This game was adorable, fun and effective!

**Family Feud:** We did this during the 10 commandments, but could work for many other parshot as well. The edah was split into two games, so that each chanich could be on a "family" of five. They had to name the "Top 10 Commandments" (the 10 commandments), then the "Top 10 Commandments of Kochavim" (rules the counselors ranked). The game ran similarly to the actual game show, with a few changes. Each person on each family had an opportunity to answer until they got a wrong answer. When anyone said a wrong answer, that family had the opportunity to complete a challenge to keep their turn. The challenges included catching a counselor, building a human pyramid, stacking and unstacking cups, walking around the gagarena with the whole family in a hula hoop and more. Most challenges had time constraints, so while the chanichim won most of the time, they did not always succeed and felt that the competition was real.

**Havdalah Screaming Viking:** This was a variation on the game "screaming Viking" designed to introduce chanichim to Havdalah. Screaming Viking is a game where a madrich stands in the middle of the circle, and points at various campers giving them different instructions. In this version, our three instructions were Yayin, Besamim, and Esh. For yayin, the person pointed at made a cup with their arms pointing upwards and the two people next to them mimed pouring wine into the cup. For Besamim, the person in the middle became a cinnamon stick and the two people next to them mimed smelling the cinnamon. For Esh, the person in the middle waved his hands above his head as a flame and the two people next to them looked at their fingers in the light (just like in Havdalah)! This was our most successful peulat Shabbat and could be adapted in many, many ways. The chanichim loved this game!

Two of our less successful peulat had wonderful premises and could be adapted to be successful in the future:

**Hitting the Rock:** The premise was that chanichim would complete a scavenger hunt, ending at a "rock" (madrich dressed as a rock) and have to convince the rock to give them water, using their words not their actions. The main stumbling block to this peulah were that the scavenger hunt was filled with activities the chanichim struggled to complete. This was also supposed to end with a game of "Even Even Mayim" – drip drip drop, with different words, that would have been a ton of fun had we not run out of time!

**Murals:** The murals by the entrance to camp are filled with so many hidden things (like Waldo!) and they could be a great conversation starter. We had a peulat Shabbat that mainly involved educators explaining things to the chanichim, but there could easily be an engaging peulat Shabbat that involves chanichim looking for different things in the murals and talking about what they like about the murals, etc.