

Tzrif 7 Special Programming

Team Building

Goals

- Become more comfortable with each other*
- Get to know and work with different members of the tzrif*
- Develop tzrif unity*

Raglaim/enayim

- Stand in a circle
- Look down when madrich says "raglaim"
- Look up when madrich says "enayim"
- If two people are making eye contact, they are both out

Muffin game

- Sit in a circle
- Ask the person to your right a question (ex: What is your favorite place at camp? What is the first thing you do in the morning?)
- Person on your right says answer out loud
- Remember question you asked and answer you gave
- Switch seats
- Ask the same questions and give the same answers (ex: What is your favorite place at camp? Brush my teeth.)
- Hilarity ensues

Tapping game

- Kneel in a circle
- Cross left and right arms on the ground
- Send tap around the circle
- Two taps reverses direction
- If you hesitate or make a mistake, that hand is out

Stand up

- Pair up
- Sit on ground and link arms
- Try to stand up
- Do it again with groups of three and four

Various improv. games

Bracelet Making

Goals

- Boost confidence and self-esteem*
- Compliment each other in a positive and non-superficial way*
- Recognize your own positive characteristics*

Set up

- Containers of colored beads in middle of tzrif
- Each color bead in a different container
- Containers labeled with different qualities (ex: funny, good friend, respectful, beautiful)

Activity

- Give one bead to the girl on your left that you think represents her
- Give one bead to the girl on your right that you think represents her
- Take one bead for yourself that you think represents you
- String together into a bracelet

Paper Bag Dramatics

Goals

Teach basic Hebrew phrases

Work creatively with other chanichim

Set up

- Write Hebrew phrases on paper (ex: I love..., What's your name?)
- Put a few Hebrew phrases and random items (ex: toothbrush, hanger, flip flop) in a bag

Activity

- Split tzrif into small groups
- Give each group a bag
- Each group prepares and performs a skit incorporating the items and phrases

Super Special Things

Goals

Help chanichim feel like they have the best tzrif in camp

Create positive memories

Bake pizza

- Request ingredients from chadar
- Skip dinner and bake pizza in a kitchen

Night stalker

- Dress in all black
- Talk to Josh Edelglass

Rose, thorn, bud

- Friday night harga'ah
- Rose: something good that happened this week
- Thorn: something bad that happened this week
- Bud: something you're looking forward to next week

Pajama Runway

- Harga'ah
- Chanichim walk across tzrif, down the "runway"
- Get into beds after they walk
- Each chanich gets an award (ex: best walk, most attitude, best hair flip)

Peulot Tzrif -- Bunk 8

Sneakout Cake Decorating Competition

- after lights out, sneakout to a location (gazebo). Have two cakes, icing, food coloring, sprinkles and other decorating supplies. Split campers into two teams and have each team decorate a cake. Judge them and give out creative prizes (The most abstract, the hippie award, the farmer award, most creative, best use of sprinkles, etc.) They get to eat both cakes
- teach songs. Lyrics: mmhmm I want to linger; mmhmm a little longer; mmhmm a little longer here with yo-o-o-u-u; mmhmm tonight's the perfect night; mmhmm it doesn't feel so right; mmhmm that it should be my last with youuuuu; mmhmm and in September; mmhmm I will remember; mmhmm camp ramah and friendships true-e-e-e; mmhmm and as the years go by; mmhmm i'll think of you and sigh; mmhmm this is goodnight and not goodbye-e-e-e; mmhmm this is goodnight and not goodbye-e-e-e
- Goal: bunk bonding
- Materials: cake, cake decorating supplies, plates, forks, knives (to cut and to decorate)

Nikayon Bunkmate Wars

- Each bunkmate pair (if odd number in bunk, one triplet) is competing to finish the most jobs
- First they all have to clean their area and have it checked out by a counselor
- After area is checked out, if it's Sunday, they must strip their beds
- After area is checked out (and sheets stripped if necessary), they start to do jobs. There are two cups, one with slips of paper with jobs to be completed, and one to dump the completed jobs in. Each pair has a marker, and marks their completed jobs with their color. The jobs should be smaller (sweep left side of bunk, or right clothesline, or pick up garbage) and should have some silly ones (drink a cup of water, make a 30 second skit about cleaning, sing a shabbos song in the middle of the field). There should be enough jobs so that each paper could get at least five.
- When all jobs are done, they sit outside, and each pair has a minute and a half alone in the bunk to pick up as much garbage (the few things that were overlooked) as they can. The pair that picks up the most gets an extra point.
- Tally all the jobs (seeing which color is marked on the completed ones). The winners are the ones who have completed the most jobs, and get a little trinket prize. Everyone gets candy
- materials: 2 cups (or hats or buckets), markers, slips of paper with jobs on them
- Goal: make nikayon fun, social engineering- forced to work with partner

Trust Walk/Happy lists

- Trust walk bunk (blindfolded and holding hands) silently to a pretty location (the amphitheater)
- At the location, make two lists. List #1: Things I like about myself. List #2: things that make me happy
- Goals: Love yourself, be more positive, foster sense of trust and community in the bunk
- Materials: paper, markers or pens

Bunk Talent Show

- Everyone must participate
- Goal: foster a sense of community and trust: they all trust each other enough to do things in front of the bunk they wouldn't necessarily do in front of the whole edah
- Materials: none

Bunk 8

Bunk Bracelets:

- Everyone picks one color bead, to represent themselves.
- Everyone makes a bracelet using all the colors, so they carry the bunk with them all the time
- Goal: bring camp friendships home
- Materials: string, beads

Mailman

- Counselor stands in the middle and calls prompts (this song reminds me of you, it makes me happy when you, you inspire me when you, etc.)
- Campers write anonymous notes to other campers following the prompt
- After each prompt, other counselors collect the notes and deliver them
- Goals: make self happy- know that you inspire others, and that others love you; feel like you love your bunk- there are so many people in the bunk who inspire you!
- Materials: paper, markers

Reading a chapter of the same book every night for a hargah