Plato, Play-Doh, or Plato?

7/9/17

Goals:

1. Work together as a whole edah (not medium sized groups)
2. Bring out chanichim’s artistic talents
3. Be really goofy

Procedure:

1. After dinner send campers to Moadon Amitzim
2. Have campers sit on the floor (benches moved to sides of room)
3. Read campers Plato (philosopher) quotes in order to explain spirit of peulah
	1. Quotes will be read on a makeshift scroll. (Ten Commandments style Will also get Plato look alike clothing to wear when campers are reading the commandments.)
	2. Quotes will each explain one value/rule when entering the peulah.
4. After the ten commandments are read we will invite the kids to build a model of Plato (the ramah guy) out of Play-doh

Give Plato instructions to give to campers to build a structure.

Every ~5 minutes Plato will give another part of the structure to build.

-Using only red Play doh, make an isosceles triangle with the equal sides measuring 14 feet.

-Add 46 squares for support

-Using only green play-doh make it 1 “amah” taller

- Give it a roof

- Give it a palmer touch

-**Make sure people can tell its from your edah**

(If Plato Cant come—Instructions will be to build Plato’s house)

Materials:

* An Irresponsible amount of Play-doh/model magic (variation of colors)
* 3 Tables + 3 table cloths (can get table cloths from the chadar).
* Old Greek style Plato Costume

Plato Ten Commandments:

1. Wise men talk because they have something to say; fools because they have to say something
2. Opinion is the medium between knowledge and ignorance
3. You can discover more about a person in an hour of play than in a year of conversation
4. One of the penalties for refusing to participate in politics is that you end up being governed by your inferiors
5. The beginning is the most important part of the work.
6. Lack of activity destroys the good condition of every human being
7. Never discourage anyone… who continually makes progress, no matter how slow
8. All learning has an emotional base
9. Beauty of style and harmony and grace and good rhythm depend on simplicity
10. A good decision is based on knowledge and not numbers.