**Shoafim/Magshimim Peulat Erev**

**Goals:**

* Foster relationships between Shoafim and Magshimim
* Get Shoafimers excited for B-Side so that they come back next year
* Make Magshimimers feel old and important

Split Magshimimers and Shoafimers up into mixed groups (split by gender?) There are 4 Shoafim bunks and 6 Magshimim bunks (each split evenly between male and female) so a 2:3 ratio is most logical. Counselors will also be evenly split up in order to facilitate.

Each group of campers will sit in two concentric circles, with Shoafimers paired up on the inside and Magshimimers in triples on the outside. The counselors assigned to that group will read out a question, allowing the campers to discuss it in groups of 2 Shoafimers and 3 Magshimimers. Counselors will make sure to listen in on the conversations to make sure they are running smoothly and staying appropriate. Campers will have 4 minutes (total Peulah time: 45 minutes) to discuss each question, with roughly 5 minutes allotted for time moving within the circle. After each question has been asked and discussed, the Shoafim pair will move to the right and meet a new Magshimim triple. After all questions have been asked and answered, both edot will come together and make a ma’agal for Rad Hayom.

**Questions:**

1. What was the biggest change from A-Side to B-Side?
2. What is your favorite part of B-Side?
3. What is your Berkshires sport? What is Yom Berkshires like?
4. What are some new privileges that you get as a B-Sider?
5. Tell a funny story that happened on B-Side.
6. What recommendations do you have for a Magshimimer?
7. What are some B-Side traditions?
8. Do you have more freedom and responsibilities as a B-Sider than as an A-Sider? How?

\*\*\*Shoafimers can feel free to expand on these and ask other questions about B-Side! The questions here are just a starting point for the camper

1. Facilitate a discussion about our excitement and anxieties about B-side!

Guiding questions coming soon...

1. The Machine Game

The group has to make a machine that represents b-side. To make the machine, each person must make a motion with an accompanying noise. They have two minutes to plan, and then should present their machine. One person will start with their motion and noise, and the group will go down the line and add each motion and noise until the entire group is moving and making noise.