Pevlot, Edah for Wed July 21

	revior, called tor wear July as
	"In shoafim we Trust"
	duration-appx 45 mins location-upper and lower migrash (rain=Bet an Aleph
	and improv games instead of trust walk)
	overall gods/themes: build thust within different
	bunks and hanishim as well as get to know one and
	methods used opines, small discussion groups, trust wall
	supplier a reded : avertion sheet and list of comper group
	stable preplymes: counselors should be familiar w/
	questions & will each lead a group
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	Instructions to run the program:
	1) stort @ trif and do a trust work from the
	upper migrash to lower migrath, (4:30 pm -> 4:40)
	12) Meet au trifim on lower migrash & sit in a large circle. Chanishim can take off blindtolds,
	3) Savah / Solomon/Ben will explain how these are
	tost activities and we should toust our friends in
	and in the Pani will introduce the staff
<i>\</i>	(4) Do a "human sitting circle" - chonichim stand in a circle and have to balance on the peron behind them's lap (start squathing down lean), of 9 Now split in 10 graps of 5 and 1 group of 4 (already assigned), in smaller circle
(C)	Ta circle and have to bollonce on the perion
9 to	behind them's lap (stort squathing down/lean).
0.5	5) Now split in 10 graps of 5 and 1 group
<u></u>	of 4 (already assigned),
	6) with groups go around a smaller circle
	and say your name & a fin fact. The question
	(e) with groups go around a smaller circle and say your name of a fin fact. The question should take about 10 minutes to assure.

Quest	ions
0	what one you excited for at ramp?
•	what one you nervous about?
	what is a risk you have taken lateral
	what one you excited for at (amp) what one you nervous about? what is a risk you have taken latery? what is a goal you have for the summer,
- 7) A	fer the questions ove done, do a human
V λΛ\	At W The Small of and DS. Addus challenge the
てわ!	1/20 17 (1P) 110 17 (And finds and had
8) IF	the allows it, do the "one word story game? chanich storts the story with a word
0	e Chanich starts the story with a ward
ana	THE REST EMPICE MY THE CIVILE SOURS THE ROSCH
<u> </u>	det to form a story about camp.
	will learn the edah song,
10) (10	Sing remarks by sovau, and the
7	

Vad Sarah Coleman, Solomon Flax and Ben Danitz

Peulot Edah for Wednesday July 21- Trust Games (written on Tuesday July 20)

Duration: Approximately 45 minutes

Program Name: In Shoafim We Trust

Location: Upper and Lower Migrash (rain= Bet Am Aleph and no walking, we would do improv games in the groups)

Overall goals and themes: Build trust within different bunks and hanichim as well as get to know one another.

Methods Used: Games, small group discussion, trust walks

Supplies needed: Question sheet and list of camper groups

Staff preparation and roles: Counselors should be familiar with questions and will each lead a group.

Instructions for running the program.

- 1. Start at tzrif and do a trust walk with the tzrif from the upper migrash to the lower migrash. Chanichim should wear a blindfold (can be a shirt). Take 10 minutes to walk and meet on the lower migrash.
- 2. When they arrive, have them be seated in a large circle so that all the tzrifim form one circle.
 - 3. Chanichim should now take off blindfold.
- 4. Do a "human sitting circle"- chanichim stand in a circle and have to balance on the person behind them's lap. See how fast they can do it and challenge them to try again at a faster rate. Take about 10 minutes for this.
 - 5. Split into 10 groups of 5 and 1 group of 4 (please see attached group list).
 - 6. With groups go around and say your name and a fun fact. The questions should take about 10 minutes to answer.

- · Questions- What are you excited for at camp?
- What are you nervous about?
- · What is a risk you have taken recently?
- What is a goal you have for the summer?
 - 7. Do a human knot in each small group and challenge them to be faster. Take about 5 minutes.
 - 8. If there's time, do the "one word story game". One chanich starts the story with a word and the next chanich in the circle says the next word etc...repeat as necessary.
 - 9. Sarah will say some "closing remarks", introduce the snap cup and start Rad Hiyom.