

Peulat Shabbat: "Vehayah Im-Shamo Tishme'u El Mitzvotai Asher"

1. Read through the Vehayah Paragraph, verse by verse, Hebrew-English. Don't rush through that part.
2. First part of conversation: It's often said that this has three pretty distinct parts. Let's see if we can find them. (See answers a, b, and c)
 - a. Vehayah im Shamo'a → ... (If you listen, good stuff)
 - b. Hisham'ru Lachem → ... (If you do other things, bad stuff)
 - c. Ve'samtem et Devaray eleh → ... (Retaining the above information)
3. What's the content of the good stuff, the rewards in the first part? What is so good about it?
4. Conversely, what is so bad about the bad stuff, the consequences? What can that tell us about Israelites and their lives?
5. Focusing on that third part – What are the methods of ensuring the reward/punishments that we just went over get passed on to the next generation? (Let campers arrive at the following based on the final verses.)
 - a. Mark it on your arms, a sign between your eyes
 - b. Teach them to your children when the wake up, go to sleep, and in the middle when they're on their way.
 - c. Mark them on the doorposts of your home and gates
6. That's a pretty extensive way to remember something important. Have we done any of that in order to remember our experiences at Ramah this kayitz?
 - a. Mark it on your arms, a sign between your eyes
 - i. We made tefillin a part of our lives here.
 - ii. But we've also learned dances with our arms and watched with our eyes.
 - b. Teach them to your children when the wake up, go to sleep, and in the middle when they're on their way.
 - i. Maybe we have yet to do this. We need to bring some of Ramah back home with us. How can that work?
 - ii. Or what could this mean for us in terms of owing something to the future Ramahniks?
 - c. Mark them on the doorposts of your home and gates
 - i. Bunk plaques, edah plaques, note the organized way it's mentioned in the Torah. Yes, we mark that something important happened, but it's not graffiti; it's organized and nice.