iSolelim (Non-Alcoholic) Mixer!

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Date: June 25, 2013

Program Type:

First-Day Peulat Edah

Duration:

5 min - Explanation and Group Break-Out

15 min – Cha Cha Boochie (Name Game)

15 min - "Gam Ani" / A Warm Wind Blows (Fact Sharing)

15 min – "Cupcake" / Q and A Reversal (Fun Word Game)

"If only they prepared me for mixers before college."

Goals/Themes:

This is an <u>introductory "Ice Breaker" activity</u> that allows campers to <u>introduce</u> themselves, and focuses on <u>name repetition</u> and <u>highlighting similarities</u> between campers that will help to build new friendships, as well as <u>underlining unnecessary phrases</u>.

Necessary Supplies:

1. Instructions (this piece of paper)

Location(s):

We're going to be in the Beit Midrash right before this program for the edah's talk with Rabbi Gelb. Because of this, we will find 6 locations in and around the Beit Knesset where each of the groups can do these activities and produce a considerable amount of volume. Laugh loudly and often.

Staff Preparation and Roles:

There will be 6 groups, with bunk staff split up as follows:

- Tyler and Romane
- 2. Erin and Jonas
- 3. Melanie and Aaron

- 4. Emily and Noah
- 5. Max
- 6. Marcus

If professional staff are available, they should join a group of their choosing, provided that there are an equal number of counselors in each group.

Instructions:

- a) Count off (as an edah) into six groups
- b) Collect your group and find a place to sit down in a circle! Try to be within eyeshot of another group, but not close enough that the amount of noise they make distracts you.
- c) Introduce yourself with a smile! Make sure to say your name, and what bunk you're in. Because these groups are random, this is an opportunity for the kids to meet a counselor that they are not necessarily going to be living with.
- d) Play "Cha Cha Boochie"! Start off by having all the kids clap to a beat. The basic form of the chant is as follows:

Cha-Cha-Boochie, Cha-Cha-Cha-Boochie Roll Call!

My name is Rumpelstiltskin! Yeah

I try to steal people's kids by creating binding contracts with women stuck in high towers in exchange for their freedom! **Yeah**

I'm a Solelimer! Yeah

So check me out! So check him out

So check me out! So check him out

So basically:

Cha-Cha-Boochie, Cha-Cha-Cha-Boochie Roll Call! (all together)

My name is _____ (everyone else says Yeah!)

Interesting Fact that fits the beat (Yeah!)

I'm a Solelimer (Yeah!)

So check me out (So check him/her out!)

So check me out (So check him/her out!)

Here's the point: At the beginning of each round, decide on a type of fact that each person will share. The will take less thinking on everyone's part, and will make it very clear which kids have things in common.

Examples: Where you live, Favorite Book/Movie/Sport, Years in Jail, etc.

Keep on going, and build energy each time. Basically rinse, lather, repeat.

e) Play "Gam Ani"

Kids may know this game by the name "A Warm Wind Blows". Everyone stands in a circle with one person in the center. That person says their name, and then states a fact about themselves or an interest that they have. If what was said is also true for a person in the circle, that person (or people) say loudly "Gam Ani!" and moves to the center. Those who have moved then scramble to take another person's open place in the circle, and when the original spaces are filled there will be one person left in the center. Rinse, lather, repeat.

f) Play "Cupcake"

Everyone sits in a circle. Beginning with a counselor and moving to the right, each person asks a question to the person next to them. THEY MUST REMEMBER THE QUESTION THEY ASK. The person next to them will answer that question. THEY MUST REMEMBER THE ANSWER THEY GIVE. The game continues until every person has asked a question and given an answer. Then everyone scrambles and makes a new circle. Starting with the counselor, each person asks their ORIGINAL question, and the person next to them gives their ORIGINAL answer. EVERYONE LAUGHS. Rinse, lather, repeat.