**Yom Spy**

**Friday August 10**

8:15 AM Tefilot

9:00 AM Aruchat Boker

9:45-10:00 AM Intro/split up into groups: Beit Am Aleph

10:00-10:40 AM Perek Aleph

10:50-11:30 AM Perek Bet

11:30-12:10 PM Perek Gimmel

12:20-12:50 PM Concluding program: Beit Am Aleph

* Split up all of tzad aleph into 12 groups
* 3 Perakim
	+ Spy Boot Camp
	+ Decoding
	+ Spy Games

Spy Boot Camp

* Over-under benches combined with crawl through “air duct” (benches with several transparent sheets covering the top – 12 benches, 3-4 light sheets
	+ Get campers into a line and tell them that spies need to be able to move easily in confined environments
	+ Arrange six of the benches in a parallel formation, with 2 rows of 3 benches each set up parallel to each other and perpendicular to the other benches; the two rows have sheets set up over them so that they cover the ground between them
	+ Campers go over the first, third, and fifth benches and under the second, fourth, and sixth benches. After the sixth bench, campers crawl under the sheets. They then return to the end of the line and repeat as time allows
* Handler exercise – blindfolds, several objects that serve as obstacles (trash cans, Frisbees, rocks, etc.)
	+ Tell campers the following: “Spies, when they go out into the field, have a handler that manages their work and gives the information they find back to the spy’s boss. Now, you’re going to practice being each other’s handlers.”
	+ Campers pair up and receive one blindfold per pair. One camper blindfolds himself, and the other directs him around the obstacles verbally
	+ Halfway through the activity, have the campers in the pair switch blindfolds.
* Disguise – no supplies
	+ Tell campers: “Spies need to look like they belong wherever they are, even if they’re not supposed to be there. We’re going to practice disguising ourselves.”
	+ The person directing the activity calls out one of the following, and campers disguise themselves using body positioning and poses.
	+ Disguises: rock, person at a wedding, scientist, athlete, bodyguard, pants, cup of water, tree, single blade of grass, shoe, president, balloon, rubber band, Nivonimer, one of your counselors, window, scissors
* Corporate espionage relay race – 2 benches, 2 buckets, 2 boxes, 24 sheets of paper with “Confidential” or “Important” written on them
	+ Arrange two parallel lines of one bucket, one bench, and one box with 12 sheets of paper in each box
	+ Tell campers: “Corporate espionage is when a spy steals information that a company has, like the design for an iPhone, and gives it to another company. Today, you’ll be stealing secrets from one company and bringing them back to this bucket.”
	+ Split campers into two groups (one at each bucket); place a MiNi at each bench
	+ To run the race, the camper at the head of the line crab walks to the bench (position 1) and stays there. The person waiting at the bench runs to the box with papers in it, does five jumping jacks or “I’m a Stars” (exercise chosen by person leading depending on age), picks up one sheet, and skips to the line, putting the paper in the bucket (position 2). The person next in line runs to position 1, and the cycle continues.

Decoding Activity

* Four teams within the group
* Each team is going to be told they need to open the bank vaults
* There are going to be four passwords they need to get to “open the doors”
* Clues will written in code, they will be given a key and have to decode the questions
* Whoever opens the four doors first opens the vault.
* Inside the vault will be one of the words of the final clue

Spy Games

* Four of five games will be played
	+ Safe Zone/Danger Zone (Redlight/Greenlight)
	+ Spy Attack (Ninja)
	+ Message from Headquarters (telephone)
	+ Alibi
		- Pick spy to leave circle
		- Pick one kid who is going to change his/her story
		- First kid comes back and everyone has to say their alibi for a crime
		- Go around entire circle
		- Go around again and the second kid has to slightly change their alibi
		- The detective has to figure out which kid changed it and what was changed
	+ Wax Museum
		- Everyone is standing in a pose and the guard (a mini) is walking around and you have to change poses without the guard seeing you
		- If the guard catches you moving you are out

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| **Group** | 1 | 2 | 3 | 4 | 5 | 6 |  |  |  |  | 11 | 12 |
| **Perak****Aleph**  | Boot Camp- tennis courts | Boot Camp-basketball courts | Boot Camp- Lower migrash | Boot Camp- upper Migrash | Decoding-Tzad aleph Gazebo | Decoding- Moadon Kochavim (26) |  |  |  |  | Games- Moadon Ilanot | Games- Beit Am Aleph |
| **Perak Bet** | Decoding- Tzad aleph Gazebo | Decoding- moadon Kochavim | Decoding- Moadon Solelim | Decoding- Amphitheater | Games- Moadon Ilanot | Games- mirpeset |  |  |  |  | Boot camp- tzad aleph tennis courts | Boot camp- upper migrash |
| **Perak Gimmel** | Games- Moadon Ilanot | Games- beit am aleph |  Games- mirpeset | Games- Upper Migrash | Boot Camp- basketball courts | Boot Camp- upper migrash |  |  |  |  | Decoding- Tzad Aleph Gazebo | Decoding- amphitheater |

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| **Group** | 7 | 8 | 9 | 10 | 11 | 12 |  |
| **Perak****Aleph**  | Decoding- Amphitheater | Decoding-Moadon Solelim | Games- Mirpeset | Games- Upper Migrash | Games- Moadon Ilanot | Games- Beit Am Aleph |  |
| **Perak Bet** | Games- beit am aleph | Games- Moadon Ilanot | Boot Camp- upper migrash | Boot camp- tzad aleph basketball courts | Boot camp- tzad aleph tennis courts | Boot camp- upper migrash |  |
| **Perak Gimmel** | Boot camp- tennis courts | Boot camp- lower migrash | Decoding- Moadon Kochavim | Decoding- Moadon Solelim | Decoding- Tzad Aleph Gazebo | Decoding- amphitheater |  |

**Locations**

* Spy Boot Camp
	+ Tzad aleph tennis courts
	+ Tzad aleph basketball courts
	+ Lower migrash
	+ Upper migrash
* Decoding
	+ Tzad aleph gazebo
	+ Moadon kochavim
	+ Amphitheater
	+ Moadon solelim
* Spy Games
	+ Mirpeset
	+ Upper migrash
	+ Moadon Ilanot
	+ Beit Am Aleph