**Hakarat Hatov Derby**

You will have **until 1:45** to complete **as many tasks as you can**. You will be awarded up to five points for each task you complete! It is up to your tzirf to choose which tasks you would like to attempt to complete in any order you’d like!. **Bring your tzrif score sheet, a writing implement and lots of energy** to each task**! Madrichim are allowed and encouraged to help**, as long as chanichim are engaged and participating as well!

**Tzrif** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| Station | Location | Score |
| Hakarat Hatov musical | Beit Am Aleph |  |
| Frisbee toss | Migrash by the Welcome sign |  |
| Hakarat Hatov Card making | Mirpeset of tzrif 1 |  |
| Rondeau’s flavors | Mirpeset of tzrif 5 |  |
| Pin the new Chadar on the Machaneh Ramah | Between tzrif 5 and 7 |  |
| The long lost fourth Shabbat morning rule | Mirpeset of tzrif 7 |  |
| Camp Ramah in New England Anagrams | Mirpeset of tzrif 8 |  |
| Camp Dance | Mirpeset of tzrif 9 |  |
| CRNE: Name that acronym! | Mirpeset of tzrif 11/12 |  |
| Pick your Camp Word Sing Down | Mirpeset of tzrif 13 |  |
| Skee ball | Migrash by the swings |  |
| Israeli flag painting | Picnic tables by gagarena |  |
| Meah Milim Charades | Mirpeset of tzrif 37 |  |
| Beat Josh in Connect Four | Mirpeset of tzrif 36 |  |
| “How well do you know hanhallah?” Matching Game | Mirpeset of tzrif 19 |  |
| Human Pyramids | Migrash by tzrif 19 |  |
| Tzrif Hakarat Hatov Tree | Mirpeset of tzrif 23 |  |
| Head’s Up | Mirpeset of tzrif 21 |  |
| US Citizenship Test | Mirpeset of tzrif 33 |  |
| Counting Circle B’Ivrit | Mirpeset of tzrif 15/17 |  |

**B’hatzlacha!**

**Skee ball** (Jonah Butler)

LOCATION: Migrash by the swings (Rain: Mirpeset Hag’dolah)

You should have the following materials at your station:

* 4 hoops
* football (or other throwing implement)
* Tape to create a starting line

Scoring system:

* 1 point: They tried, but didn’t get it into any hoops
* 2 points: got it into the closest hoop
* 3 points: got it into the next hoop
* 4 points: got it into the next hoop
* 5 points: got it into the farthest hoop

To run your station:

* Give the ball to the tzrif. They have **3 tries** to get the ball into one of the hoops. Write down their highest score out of their 3 tries on their score sheets (do not add the scores together) so they can move on to their next activity.

**Pin the New Chadar on Machaneh Ramah** (Michal Tal)

LOCATION: Between tzrif 5 and 7 (Rain: Beit Am Aleph)

You should have the following materials at your station:

* One poster of Machaneh Ramah
* 20 New Chadars to be stuck onto the Poster
* pins or double sided tape
* Two bandanas to blindfold

Scoring system:

* 1 point = tried, and got the new chadar
* 2 points = got the new chadar on the poster
* 3 ponts = on tzad bet
* 4 points = between the sifriyah and Voc Ed
* 5 points = By the chet, where it belongs

To run your station:

* Blindfold one volunteer from the tzrif, spin them around 3 times, give them the new chadar with tape on the back and point them in the direction of the poster. Make sure they don’t wander off, but allow them to pin the new chadar anywhere generally on the wall around the poster. Write down their score on their score sheet so they can move on to their next activity.

**Hakarat Hatov Cards** (Olivia Petshaft)

LOCATION: Mirpeset of tzrif 1

You should have the following materials at your station:

* 40 sheets of construction paper, to be handed out two to each tzrif
* 4 bags of markers

Scoring system:

* You have a lot of leeway with this. Award points on a scale from 1 to 5 based on creativity, artistic value and connection to hakarat hatov.

To run your station:

* Give each tzrif two pieces of construction paper, that they can use to make Hakarat Hatov (gratitude) cards for tzevet mitbach (kitchen), tech, maintenance, or misrad! Start out the kayitz with some pre-emptive thanks! When they are finished, write down their score on their score sheet so they can move on to their next activity.

**Rondeau’s flavors** (Asaf Kor)

LOCATION: Mirpeset of tzrif 5

You should have the following materials at your station:

* Master list of all the flavors at Rondeau’s
* 20 sheets of paper with exactly 48 lines on them (one for each flavor)
* 4 pens

Scoring System:

* 1 point = 5 flavors or more
* 2 points = 15 flavors or more
* 3 points = 25 flavors or more
* 4 points = 30 flavors or more
* 5 points = 40 flavors or more

To run your station:

* Hand out a sheet to each tzrif that approaches. Make sure they fill out the sheets at your station – they cannot leave with the sheets. Once they are handed in check the sheets against your master list and score them QUICKLY. Write down the score on their score sheet so they can move on to their next activity.

**Israeli Flag Painting** (Emily Anfang)

LOCATION: Picnic tables by the gagarena (Rain: Beit Am Aleph)

You should have the following materials at your station:

* 20 blank sheets of white paper
* 5 cups of blue washable paint
* Paper towels (to wipe their fingers on)

Scoring System:

* 1 point = they somehow fail to complete the flag correctly
* 5 points = they created an Israeli flag

To run your station:

* Give each tzrif a sheet of white paper and a cup of washable paint. Inform them that they must create an Israeli flag using only the tips of their fingers. They have 3 minutes to create the flag. Once you see their flag, write down their score on the score sheet so they can move on to their next activity.

**The long lost fourth Shabbat morning rule** (Hannah Weisman)

LOCATION: Tzrif 7

You should have the following materials at your station:

* 20 sheets of paper
* 5 pens
* Recording of Josh Edelglass (potentially)

Scoring System:

* You have a lot of leeway with this. Award points on a scale from 1 to 5 based on creativity, connection to hakarat hatov and connection to camp/ tzad aleph.

To run your station:

* Give each tzrif that approaches a piece of paper and a pen if they don’t have a writing implement on them. Explain to them that “every Shabbat, Josh Edelglass tells the story of the three rules of Shabbat breakfast. This story has been passed down for generations, but somewhere along the way, there was a fourth rule that has been lost.” They must recreate that rule to the best of their ability. Read their rule, then write down their score on the score sheet so that they can move on to the next activity.

**Hakarat Hatov musical** (Susanne Oshry)

LOCATION: Beit Am Aleph

You do not need any materials for your station!

Scoring System:

* You have a lot of leeway with this. Award points on a scale from 1 to 5 based on creativity, performance value and connection to hakarat hatov.

To run your station:

* Instruct each tzrif that comes approaches that they must perform a number from the musical that most encapsulates hakarat hatov. They can have up to 5 minutes to plan their performance. Their performance must include a brief explanation of why they chose their musical/ song and should not exceed one minute total. Immediately after they finish performing, write down their score on the score sheet so they can move on to the next activity. NOTE: These do not have to be real musicals, they can make up songs or sing songs that are not from musicals, as long as they explain the connection to hakarat hatov – creativity is key.

**Camp Ramah in New England Anagrams** (Olivia Kleiman)

LOCATION: Mirpeset of tzrif 8

You should have the following materials at your station:

* 20 pieces of paper with “Camp Ramah in New England” written across the top of them
* 4 pens
* Stopwatch (can be on a phone or watch)

Scoring System:

* 1 point = 1 – 10 words
* 2 points = 11-20 words
* 3 points = 21-30 words
* 4 points = 31- 39 words
* 5 points = 40 words or more

To run your station:

* Hand each tzrif that approaches a piece of paper. They will have 2 minutes to come up with as many words using the letters in “Camp Ramah in New England” as possible. After the two minutes are up, count up their words and write down their score on the score sheet so they can move on to the next activity.

**Camp Dances** (Sarah Rodin)

LOCATION: Mirpeset of tzrif 9

You should have the following materials at your station:

* Speakers (small)
* iPod with Jessica on it

Scoring System:

* You have a lot of leeway with this. Award points on a scale from 1 to 5 based on creativity, performance value, and knowledge of the dance moves.

To run your station:

* Teach each tzrif that comes by the moves to Jessica (quickly). Once they feel comfortable with the moves, they have a few minutes to create any additional choreography (formations, etc.) before performing the dance for you!

**Frisbee Toss** (Juliana Miller)

LOCATION: Migrash by the Welcome sign (Rain: Mirpeset Hag’dolah)

You should have the following materials at your station:

* A Frisbee
* 4 cones
* Tape to create a starting line

Scoring System:

* 1 point = they tried
* 2 points = they hit the closest cone
* 3 points = they hit the 3 point cone
* 4 points = they hit the 4 point cone
* 5 points = they hit the farthest cone

To run your station:

* Give each tzrif a Frisbee. They have **3 tries** to hit one of the cones with the Frisbee. Write down their highest score out of their 3 tries on their score sheets (do not add the scores together) so they can move on to their next activity.

**Meah Milim Charades** (Inbal Caplan)

LOCATION: Mirpeset of tzrif 37

You should have the following materials at your station:

* 4 copies of the meah milim
* Stopwatch or timer (phone or watch is acceptable).

Scoring System:

* 1 point = they used 0 - 10 milim
* 2 points = they used 10 – 20 milim
* 3 points = they used 21 – 30 milim
* 4 points = they used 31 – 40 milim
* 5 points = they used 41 – 100 milim
* 1 BONUS point = they used all MEAH MILIM!!!

To run your station:

* Give each tzrif a copy of the meah milim. They have 3 minutes to act out as many of the meah milim as possible. Recommend that one tzrif member shouts out the words while the rest act them out quickly. They get credit for each milah they seem to know and act out successfully.

**Beat Josh in Connect Four** (Josh Edelglass)

LOCATION: Mirpeset of tzrif 36

You should have the following materials at your station:

* Josh Edelglass
* A game of Connect Four

Scoring System:

* 1 point = they tried and lost
* 3 points = they tied
* 5 points = they beat Josh

To run your station:

* Each tzrif that approaches must nominate a champion to go up against Josh in a game of Connect Four. The game will go until someone wins or until three minutes is reached, whichever comes first.

**How Well Do you know hanhallah? Matching Game** (Roni Hel Or)

LOCATION: Mirpeset of tzrif 19

You should have the following materials at your station:

* Master answer sheet for the matches
* 5 sets of matching cards

Scoring system:

* 1 point for trying
* 2 points for getting one correct
* 3 points for getting 2 correct
* 4 points for getting 3 correct
* 5 points for getting all 4 correct

To run your station:

* Hand out a set of cards to each tzrif that comes by. They must match the headshot of the Rosh with the sheet of facts about them. When they are finished, score their matches using the answer sheet, and write the score on their sheet, so they can move on to the next station.

**Tzrif Hakarat Hatov Tree** (Paula Pepperstone)

LOCATION: Mirpeset of tzrif 23

You will need the following materials for your station:

* 20 blank hakarat hatov trees
* 4 bags of colored pencils
* 4 pens

Scoring System:

* You have a lot of leeway with this. Award points on a scale from 1 to 5 based on creativity, connection to hakarat hatov and connection to their tzrif.

To run your station:

* Each tzrif is given a blank hakarat hatov tree to fill out. They should include each member of their tzrif, and what each member is grateful for. The tree should be full of hakarat hatov (gratitude!) Make sure they fill out the trees at your station – they cannot leave with the sheets. Once they are handed in, score them QUICKLY. Write down the score on their score sheet so they can move on to their next activity.

**Head’s Up:** Guess the animal from the animal noise (Jacob Spiegel)

LOCATION: Mirpeset of tzrif 21

You will need the following materials for your station:

* Cards with animals on them
* Stopwatch (a watch or phone can work)

Scoring System:

* 1 point = 1 animal
* 2 points = 2-3 animals
* 3 points = 4 animals
* 4 points = 5-6 animals
* 5 points = 7 or more animals

To run your station:

* Each tzrif should choose a person to be the clue giver to the rest of the tzrif. The clue giver must look at the animal cards and help the rest of their tzrif guess the animal using only noises. They are allowed to use minimal actions to assist in their clues, but the actions must accompany the noise, they can’t be the entire clue. Once the minute is completed, write down their score on the score sheet so they can move on to the next activity.

**Pick your camp word Sing Down** (Micah Pickus)

LOCATION: Mirpeset of tzrif 23

You will need the following materials for your station:

* Stopwatch (a watch or phone can work)

Scoring System:

* They get one point per song, with a maximum of five points.

To run your station:

* Each tzrif has thirty seconds to choose a word that they think represents camp. Then, they have two minutes to come up with as many songs as they can that contain their chosen word. They can choose songs in Ivrit or Anglit. They get one point per song. After they’ve reached five songs or the two minutes is up, write their score on the score sheet so they can move on to the next activity.

**Human Pyramids** (Reut Hendel)

LOCATION: Migrash by tzrif 19 (Rain: Mirpeset of tzrif 35)

You don’t need any materials to run your station!

Scoring System:

* They get one point per pyramid/ shape, with a maximum of five points.

To run your station:

* Each tzrif has two minutes to create as many of the following shapes with their bodies as possible: human pyramid, the new chadar, their tzrif, machaneh ramah, their tzrif number. They can make these shapes consecutively, or multiple at the same time. Once the two minutes is completed, write their score on the score sheet so they can move on to the next activity.

**US Citizenship Test** (Thomas Felman)

LOCATION: Mirpeset of tzrif 33

You will need the following materials for your station:

* Master list of the US Citizenship test answers
* 20 copies of the US Citizenship test
* 4 pens

Scoring System:

* They receive 0.5 points per question with a maximum of five points

To run your station:

* Hand out Citizenship tests to each tzrif that approaches. Make sure you give them the correct sheet for their edah. Make sure they fill out the sheets at your station – they cannot leave with the sheets. Once they are handed in check the sheets against your master list and score them QUICKLY. Write down the score on their score sheet so they can move on to their next activity.

**CRNE: Name that Acronym!** (Jess Goldman)

LOCATION: Mirpeset of tzrif 11/12

You will need the following materials for your station:

* 20 sheets of paper with CRNE written on them multiple times
* 4 pens

Scoring System:

* They receive one point per acronym, with a maximum of five points

To run your station:

* Hand each group a sheet with the initials and explain that they are supposed to come up with as many phrases as possible (up to five) that CRNE could stand for (for example: Counting Rockets Not Envelopes). Make sure they fill out the sheets at your station – they cannot leave with the sheets. Once they are handed in check the sheets against your master list and score them QUICKLY. Write down the score on their score sheet so they can move on to their next activity.

**Counting Circle B’Ivrit** (Hadar Kravitz)

LOCATION: Mirpeset of tzrif 15/17

You need the following materials for your station:

* Stopwatch (can be a watch or phone)

Scoring System:

* 1 point = they tried, but did not succeed
* 5 points = they succeeded

To run your station:

* Working with one tzrif at a time, inform them that as a tzrif they must count from Echad to Eser. Anyone can say the next number, but if two people say it at the same time, they must start over. They will not be given any planning time and can’t talk (except for saying numbers). They will be given one minute to succeed. Once the minute is up, write down their score on their score sheet so they can move on to their next activity.

SAY TO THE CHANICHIM:

* “Bruchim Habaim to the counting circle b’ivrit! You are going to count to eser as a tzrif. You can’t talk other than saying the numbers, and only ONE person can say a number at a time. You’ll have one minute to try to get all the way to ten. Are you ready?”