

8:15 T'filot
9:00 Breakfast
9:30 Nikayon
10:15 Intro Skit and Sing Captain Planet Song
10:25 Teach Campers the Chorus to the theme song
10:35 Treasure Hunt
12:00 Rotation: Trash Separate/Variation on paper airplane contest
12:30 Decorate Compost Bins
1:00 Lunch /Sha'at Menucha
2:30 Hawks, Snakes, and Rabbits
3:10 Scavenger Hunt
3:40 Skits Using Objects and Element
4:20 Change into Bathing Suits
4:30 Tzad wide water fight
5:30 Wrap-Up
5:45 Free Time
6:30 Dinner

All Day

For most of the day, the campers will be divided by bunks. Each bunk will be assigned a different element (earth, wind, fire, water, heart) and will be given points throughout the day. Counselors must be in charge of their own bunks points when we go off by bunk. 5 points can be awarded if the bunk gets quiet exceptionally well. The bunk with the most points at the end of the day will be given a prize.

Bunk 8: Earth

Bunk 9: Water

Bunk 11: Wind

Bunk 12: Heart

Bunk 13/14: Fire

Intro Skit

All counselors will participate in the skit to introduce the day and then we will end by singing the theme song and then teaching them the chorus.

Treasure Hunt

10 Stations with a counselor at each station. Each clue will lead to the next station and the counselor will tell the group what they have to do in order to get their clue. Points can be given for teamwork, everyone participating in the activity, and enthusiasm.

Rotation

Trash Separate:

Location: Migrash

Each bunk must separate 30 pieces of trash into trash, paper, glass plastic aluminum, compost. There will only be 4 bins, so counselors must monitor if they get the trash in the right bin. Each bunk will be behind a line and they will have a relay race to divide up all of their trash. Only one member of each bunk will be able to go at a time. Each bunk will get a point if they put it in the right bin on the first try. The bunk who divides up all their trash the fastest gets 5 extra points.

Paper Airplane Contest:

Location: Upper Migrash

This activity incorporates the wind portion of the tv show. The goal of the game is to get their soldier as close to the army base as possible. Each bunk will get a mini army soldier and they can use anything in their bunk to help the army soldier go as far as possible. We can also stress the idea that they are not using any fossil fuels to help their soldier travel. After they are done creating their device, they will test it out, then fix glitches, set up for the race, and finally they will race against the other bunks. The goal is to get their army soldier from the road against bunk 8 and 9 to the gan swings. Bunks will get 30 points if they include everyone in the activity, 10 points if they get to the swings first, and 10 points for getting their soldier to the base most creatively.

Decorate Compost Bins

Location: upper migrash

Each bunk will get a compost bin to decorate with paint. They have to decorate their bin according to their element that they were given at the beginning of the day. Each bin must say compost in Hebrew and English. 30 points will be given to each group that includes every member in their group. 10 points will be given for creativity/originality. 10 points for relevance to the environment. 10 points for relevance to Judaism.

Hawks, Snakes, Rabbits

Location: lower migrash

Goals: to learn about the food chain and run around

35 Rabbits, 15 snakes, 3 hawks

The hawk's objective is to turn everyone into hawks. They can tag snakes and rabbits. The snake's objective is to turn everyone into snakes and not get tagged by hawks. They can tag the rabbits. The rabbits' objective is to not get tagged and to forage for food by collecting stickers. There will only be 10 sticker stations and each sticker they collect gets their team 1 point. No one will know where the stickers are, so that the rabbits will need to look for them while not getting tagged. The game ends when everyone is a hawk. After the game ends, Yair will wrap up about what we learned during the game.

Scavenger Hunt

Each bunk is given a list of objects that they must find around camp. While looking for the objects, they will also be looking for lights around camp that have no need to be on and have not been turned off. Every light they find they get 5 points for turning it off.

The counselors will go with their own bunk and must keep track of points. Each group gets 2 points for each piece of trash that they pick up and throw away.

Skits

Location: Migrash

Each bunk will be given a scenario that they need to solve using their element and the objects they collected from the treasure hunt. 10 points for most creative skit. 10 points for skits involving Jewish content. 20 points for every skit that includes everyone.

Scenarios:

The agam has frozen over and the water springs have been turned into oil springs and polar bears have moved in. Evil Cosmo VanHofenstroff wants to drill for oil in the lake to get rich, but if he does that it will kill all polar bears that have adapted to living there. (Water)

Evil Cosmo VanHofenstroff wants to cut down the trees in the grove to make a huge baby bird house for the robins in bunk 8. (Earth)

Global warming is causing all the gardens in Camp Ramah to wilt and die and we can no longer produce food for the camp to eat. (Fire)

Evil Cosmo VanHofenstroff has turned Camp Ramah into a trucking station and the trains come to drop off the goods. Evil Cosmo walks around inspecting the goods while smoking a large cigar that gives off as much pollution as the train. All the pollution camp is creating thick smog around the camp and campers are having trouble breathing. (Wind)

People in Palmer, MA don't care about composting and refuse to participate in our camp composting project. Not only do they not care about composting, they also don't care about each other and dump their trash in other people's yards. (Heart)

Soleim 2008
Tom Caplin Planet

Scavenger Hunt

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The counselors will go with their own bunk and must keep track of points. Each group gets 2 points for each piece of trash that they pick up and throw away. Each group gets 3 points for each object they find.

Pine Cone

4 Tree Leaves

Umbrella

Yellow Siddur with all of the pages in it

10 3-pronged pine needles

Baseball/Softball Glove

5 Green Articles of Clothing

Flower

Water bottle filled with water

Goggles

Teddy Bear

Sunscreen

Sheet of Lined Paper

Styrofoam Cup

Grain of Sand

Solelim 2008
Yom Cap'tin Phat
Treasure Hunt Clues

At swings:

Where we might pray at on a spirited day, reminiscent of Greek art, every role plays a part.

At Amphitheatre:

More art to come, after a little run, down the hill, but not to the agam. Saw me, sand me, paint me, decorate me, don't go inside just to the north side. Find the stairs, but don't go up.

At Omanut by the packout fridge entrance:

Pray, pray, pray all day, siddurim, tanachim, a torah and an ark. First, go past the lake without a shark, then continue to where pine trees make it dark. Get ready to pray, but don't go in.

At the Beit K'nesset:

Ready, aim, fire!!! But not a gun. I am more ancient and a little more fun. In the field where I lie, near the compost, I spy. The next clue, under a rock, around the garden...what a shock!!

At machaneh gimmel:

Caugh, caught, what a pain. Everyday, I am sick again. But not a problem at camp Ramah, we have facilities at the _____.

At the Marp:

I can touch the sky! It is so far down, a pulley, a rope, a huge fake rock. The first time I climbed, I left with a frown, don't come to me if it rains and don't climb to find the clue.

At the climbing tower:

Happy Birthday Israel! And yea "little trees", go to the bunk that is 2 in binary, go to the place that you would eat cheese. On a sunny day out front, where the migrash is visible, very near the swings, where 4 people could sit and giggle.

At the bench in front of bunk 10:

Ga Ga Ga, but don't go in, outside where shoafim prays, raising a ruach filled din.

Outside the beit am aleph:

Creak, creak, back and forth, pump to get higher, facing north.

To the moadon:

Boker Tov, Solelim and modei ani. Go to your first destination of every day.