

Ramahgwarts (Tom Harry Potter)

ל"ז ליום "Ramahgwarts"

Time	Activity	Location
8:00	השכמה	BUNK
8:30	תפילות	MOADON
9:15	ארוחת בוקר	HADAR UTEL
10:00	ניקיון	
11:00-11:30	intro activity	Little House
11:30-12:30	Sorcerer's Stone Rotations	Beit Am Bet , Moadon, Sif, Outside THE GROVE
12:30-1:30	Quidditch	B-Side Migrash
1:30-2:15	ארוחת צהריים	
2:15-3:00	שעת מנוחה	
3:00-3:30	learning "Zippity Doo Da"	MOADON
3:30-4:00	Yule Ball	BEIT AM א
4:00-5:00	Dumbledore's Army	BEIT AM א
5:00-6:00	פעולת צריף	
6:00-6:45	memories	
6:45-7:30	חופש	
7:30-8:15	ארוחת ערב	
8:30-9:30	פעולת ערב	

The Yule Ball 3:30-4:00

Goals: less structured atmosphere, Hebrew usage

Roles of counselors: Ruth-Fleur; Mike-Cedric; Shlomi-Krum; Sarah-Cho; Aryeh-Ron; Danny-Hagrid; Carly-Hermione; all other counselors will give instructions at the beginning, oversee to make sure kids aren't wandering off, etc. (Karen, Rachel, Gill, Tali, Abby)

Supplies:

Stereo/speaker system

2 tables (1 essential, 2 preferable)

decorations (just enough to make it feel like a ball)

snitch (to be hidden)

Cho's riddles

Hagrid's puzzle

Costumes for the counselors in character

House point cards

Setup:

- Counselors in character and Gill will set up when the rest of the עדה goes to learn "Zippity Doo Da".

Procedure:

- Intro to be given at the end of "Zippity Doo Da".
- Say, "After months of anticipation and nerves, it's finally time for the Yule Ball! Harry goes to the Yule Ball, but when he gets there, he finds that some of his friends are distressed and need help with their problems. Help Harry's friends to earn House points for your House. Every person who successfully completes a task will earn points, so many people from the same house should try to complete the tasks. Turn in your house points at the end of the ball. Remember to dance and have fun too!"
- Let the kids into ***gagarena*** and start the Hebrew music!

Characters and problems:

Krum: I'm trying to explain to Hermione, who doesn't understand Quidditch, what my position is on the Bulgarian National Team. I'm also having trouble with my English.

Name my position and describe what it is in Hebrew.

Ron: I don't know how to dance, and Padma Patil is losing her patience! Teach me one of the חדר ריקודים.

Fleur: I have a lot of trouble with my English and sometimes it makes me homesick. Help cheer me up by speaking to me in Hebrew.

Hagrid: Madame Maxime has a secret she won't even tell me, her friend! However, she left me some clues. Help me put the clues together and figure out her secret.

of cats and no one can get by. It's causing a huge commotion. Harry needs a spell to restore order the the corridor.

- Now that the cats problem has been resolved, Harry can enjoy his ארוחה. But first, he must say the ברכה. His meal consists of pumpkin juice, shepherd's pie, and a pareve chocolate eclair. What is the ברכה Harry needs to say for each? (שהכל for pumpkin pie; שהכל for shepherd's pie; מזונות for the eclair)
- History of Magic is after lunch. Harry and Ron are bored out of their minds. Their friend Seamus wants to entertain them with a spell. Create a spell for Seamus to make Harry and Ron laugh.
- The only thing that could be worse than History of Magic is Potions! Snape is in a terrible mood today. He's favoring the Slytherins. Come up with a potion to make things fair.
- Harry decides to get some fresh air and go visit Hagrid. He gets distracted by the Giant Squid basking in the lake on the way. Invent a spell that can save Harry from losing focus so easily.
- Harry is having so much fun in Hagrid's hut, until Hagrid happily serves him a plate of his horrible rock cookies. Invent a spell that makes them taste better and protects Harry's teeth from chipping.

The Sorcerer's Stone

Goals: To demonstrate the importance of overcoming obstacles in a journey/ to teach campers the importance of teamwork when facing obstacles

Background: The Sorcerer's Stone activity is based on the various obstacles Harry, Ron, and Hermione faced on their way to retrieve the sorcerer's stone. There is a time limit that each group can spend at each station, but encourage campers to work quickly (like they're racing) because the faster they complete a task, the more points they can receive.

Point System: Points will be awarded to each team according to their rank in that activity. For example, the team to untangle themselves from the human knot fastest will get 20 points, the second fastest will get 15 points, the third will get 10 points, and the fourth will get 5 points. This means you **MUST KEEP TRACK OF TIME** when groups are completing tasks.

Roles of Counselors: Moderate different stations (instructions for each station are below)

- Devil's Snare (human knot): Carly and Aryeh
- Keeper of the Keys: Ruth and Shlomi
- Potions (ice cream making): Tali, Danny, and Abby
- Mirror of Erised (skits): Sarah and Mike

Devil's Snare (Human Knot, 10 minutes in the GROVE)

Instructions:

1. Split the group into two; each group will make a knot
2. Each group must untangle themselves for the entire group to move on
3. If the groups finish quickly, have them do another round of unknitting themselves.
 - a. TIME HOW LONG IT TAKES THEM TO UNKNOT
 - b. KEEP TRACK OF HOW MANY KNOTS A GROUP UNDOES (it will factor into how many points they receive)
4. If you catch a group cheating, they must start over.
5. When the ten minutes is up, direct your group to the SIFRIYAH. If it is the fourth group, direct them to the BEIT AM BET.

Keeper of the Keys (10 minutes in the SIFRIYAH)

Instructions:

1. There is a key hidden in a Harry Potter book on one of the shelves in the sifriyah. Tell each group that a key is hidden in the library area, but **DO NOT** tell them that it is in a book.
2. Give the group this clue to start off: **Wizards rock on a shelf**
 - a. If they're having trouble, give them this clue: **Inbetween pages**
 - b. If they're still having trouble, **tell them that the key is hidden in a book.**
3. TIME HOW LONG IT TAKES EACH GROUP TO FIND THE KEY

4. KEEP TRACK OF HOW MANY CLUES THEY ASK FOR. (this will factor into how many points they receive)
5. If they don't find it, then too bad. If they do find it, replace the key in its hiding place before the next group comes.
6. When the time is up, direct your group to the BEIT AM BET KITCHEN. If it is the fourth group, direct them to the BEIT AM BET.

Potions (Ice Cream, 15 minutes in the BEIT AM BET KITCHEN)

Instructions:

A recipe to direct each group with will be attached to this sheet. The recipe makes one serving for each camper.

Your ingredients should already be in the kitchen when the peulat begins

DO NOT let them eat the ice cream when it is done. Have them write their name on their bag, and then put it in the freezer.

When each group is done, direct them to the BEIT AM BET.

Mirror of Erised (Skits, 10 minutes in the BEIT AM BET)

The Mirror of Erised shows a person their deepest desire.

1. Give each group the following scenario to act out: **Rachel Kozak's deepest desire for her day off.**
2. Each group will have 5 minutes to prepare their skit. They will then perform for Rachel.
3. Points won't be given for this one, it's just for fun.
4. When each group is done with their skit, direct them to the GROVE. If it is the fourth group, keep them in the BEIT AM BET.

Ice Cream!

- 1/2 cup milk
- 1/2 teaspoon vanilla
- 1 tablespoon sugar
- 4 cups crushed ice
- 4 tablespoons salt
- 2 quart size Zip-loc bags
- 1 gallon size Zip-loc freezer bag
- Paper towels (to keep hands from freezing)

- 1) Mix the milk, vanilla and sugar together in one of the quart size bags.
- 2) Seal tightly, allowing as little air to remain in the bag as possible. Too much air left inside may force the bag open during shaking.
- 3) Place this bag inside the other quart size bag, again leaving as little air inside as possible and sealing well. By double-bagging, the risk of salt and ice leaking into the ice cream is minimized.
- 4) Put the two bags inside the gallon size bag and fill the bag with ice
- 5) then sprinkle salt on top. Again let all the air escape and seal the bag.
- 6) Wrap the bag in the paper towels, and shake and massage the bag, making sure the ice surrounds the cream mixture.
- 7) Five to eight minutes is adequate time for the mixture to freeze into ice cream.

Dumbledore's Army 4:00-5:00

Goals: **Hebrew**, creativity, team building, non-athletic skills (art)

Roles of Counselors: Ruth, Sarah and Rachel—Gryffindor Abby, Shlomi, and Mike—Hufflepuff Aryeh and Karen—Slytherin Tali, Carly, and Danny—Ravenclaw

Supplies:

60 wands (barbecue skewers or something)

120 pipe cleaners

glitter glue

color duct tape

art supplies just in general

Setup: ***** location?!?!?!?!? *****

Procedure:

- Split up into four Houses to give directions
- Say, "To get started with your new school year at Hogwarts, you'll need a wand. You will receive the supplies you need to make one by asking for them in Hebrew."
- Make and decorate wands.
- **Finish this part of the activity by 4:20.**
- Split each House into two groups, Transfiguration and Charms. At least one counselor from each House will be in each class. It's recommended that the counselor with the least confidence with leading a group/Hebrew is not alone.
- Each class will be read the following story. When Harry (or another character) needs to use a spell, stop reading the story. First, the group must decide what the effect of the spell will be (what the spell will do). Then, they must come up with a Hebrew incantation for it.
- Say, "In the wizarding world, all spells gain some of their power by the fact that their incantations are in an ancient language, Latin. You will be given the opportunity to create even more powerful spells by using an even more ancient language, Hebrew."

Story:

- Harry wakes up late Monday morning and is going to be late for Defense Against the Dark Arts! He needs a spell that will get him there before Umbridge gives him another one of her cruel detentions!
- Harry makes it to Defense Against the Dark Arts on time, thanks to that handy spell. But he didn't do the assigned reading, and now there's a pop quiz. Invent a spell to help.
- After Defense Against the Dark Arts, Harry is heading through a corridor towards the Great Hall for ארוחת צהריים. All of a sudden, there are cats flooding the corridors, running everywhere and giving the students a hard time. There are cats running on top

Hermione: I'm getting a lot of attention because I dressed up so nicely and changed my appearance. But I want people to appreciate my personality, too! Bring me three of your friends and thank them for something they did for you.

Cedric: Even though it's the Yule Ball, I'm working on my seeking skills. There is a snitch that got loose in the ballroom! Help me find it. When you find it, come back to me and tell me where it is.

Cho: I need to get back into Ravenclaw Tower. Unlike the other houses, Ravenclaws don't need to remember a password; we just need to solve a riddle to be let inside. I'm having trouble solving my riddle. Help me by solving the riddle.

הכל שהיא יותר חייבת ככה היא
יותר נחמדת
מחבת
חצי נניו שקל אורח חצי און, כשהוא אדם
הוא שקל כחצי אדם
פכר

The more this dries, the wetter it gets
towel

Half of me weighs ^{half} a ton, the whole
of me weighs almost nothing.

butterfly = פכר cow = כר

Quidditch

Goals: Have fun and learn about what to do when confronted with unexpected and unpleasant obstacles.

Location: B-Side Migrash

Background: Based on the Wizard sport in the Harry Potter series, Quidditch has been adapted so that muggles can play also. Each team will play every team at some point.

Game 1: Gryffinclaw vs. Slytherpuff

Game 2: Huffledor vs. Ravenlin

There will be 14 players from each joint team on the field at all times, and “coaches” will field a constant rotation so that kids will be both cheering and playing. At one point during the game, five of the counselors will dress up in black with dark sweatshirts with hoods pulled up. They will hopefully have water guns and will spray the kids playing. After about 2 minutes they will run off. The kids will be encouraged to keep playing until the end of the perek. With about 15 minutes left in the perek they will be divided into their houses and will be encouraged to discuss what they felt during the “Dementor Attack”. Additional sheet will be provided.

Materials:

- 1 big ball → preferably a soft ball, soccer ball sized
- 6 hula hoops
- 4 benches or 6 chairs

Rules: SEE ATTACHED SHEET

Timing: Ten minutes to explain directions and ten-minute discussion afterwards. Forty minutes to play.

Roles of Counselors:

Coaches (4): ~~XXXXXXXX~~

Referees (3):

Other counselors will assist in getting kids to cheer, helping head coaches, and any other various tasks.

Discussion Leaders:

Ravenclaw – Gillian (assisted by Mike and Abby)

Slytherin – Rachel (assisted by Ruth and Shlomi)

Gryffindor – Sarah (assisted by Danny and Karen)

Hufflepuff – Tali (assisted by Aryeh and Carly)

Introduction Game: Sorting into Houses

Location: Little House

Time: 11:00 - 11:30

Supplies: Stool, White Sheet, Sephardic Kippa

Activity:

The entire edah will be outside the front of Little House. One by one a counselor will call them inside. They will enter the room and sit down on the stool in front of the sheet, located in the far right corner of the room. A second counselor will place the Kippa on the child's head, standing right in front of them. After, the counselor behind the sheet will call out the House they are in from a predetermined list. Exiting Little House from the side door, they will be instructed by a third counselor which color shirt to put on, and then to proceed straight to the Beit Am Bet. They must also be silent!

~~Perek Aleph: Sorcerer's Stone Rotations~~

~~Location: Beit Am Bet~~

~~Time: 11:30 - 12:30~~

~~Activity:~~

~~Station 1: Devil's Snare/Human Knot~~

~~Location: The Grove~~

~~Station 2: Find the "Flying" Key~~

~~Location: Sifria~~

~~Station 3: Potions/Ice Cream Making~~

~~Location: Moadon Magshimim~~

~~Station 4: Mirror Of Erised/Skit Making~~

~~Location: Bet Am Bet or Outside~~

Perek Bet: Quidditch

Location: B-Side Migrash

Time: 12:30 - 1:30

Perek Gimel: Yule Ball

Location: Beit Am Bet

Time: 3:30 - 4:00

Activity:

Perek Daled: Dumbledore's Army + Parsletounge

Location: Beit Am Bet

Time: 4:00 - 5:00

Activity:

Perek Heh: Memories

Horcrux Scavenger Hunt

Goals: Journey

Background: A scavenger hunt that consists of a combination of locations around camp, locations within the Harry Potter series, and the Horcruxes. For anyone who does not read the series, a Horcrux is an object in which a person can contain a part of his or her soul. In order to split your soul you must commit murder. In the series, Voldemort intentionally creates six Horcruxes (and unintentionally creates another) and hides them within objects of significant magical history in locations of meaning to Voldemort.

Ravenclaw – Tali

Hufflepuff – Carly

Gryffindor – Abby

Slytherin - Karen

1. B-side gazebo (Ruth)

Clue To Get There: Watching the Giant Squid roam around the Lake, this may be a good spot to be indoors while outdoors and play some Exploding Snap.

Clue For Horcrux Location: This location is a place where Voldemort tormented two children during his childhood. In addition, this location can also be found in the story of David and the Spider.

Answer – A CAVE

Activity– Make up a cheer for their house which is at least 30 seconds long

Horcrux: Slytherin's locket

2. Jewish Star (Shlomi)

Clue To Get There: Near your dormitories this location symbolizes Machane Ramah's philosophy

Clue For Horcrux Location: This is one of the first magical locations that Harry encounters when he first discovers he is a wizard. He finds quite a gift there and the location is run by magical creatures.

Answer – Gringotts

Activity: Create a human pyramid incorporating seven people (It only has to have two levels!!!!)

Horcrux: Hufflepuff's Goblet

3. Woods In Front Of Moadon Bogrim (Aryeh)

Clue To Get There: Next summer you will be here a lot more often but for now you should go to the Forbidden Forrest in front of this location.

Clue For Horcrux Location: Harry and his friends seem to end up in this prohibited location quite a few times during their school careers. If you look around, its much like the area you're in.

Answer - Nagini

Activity: Have three people hula hoop at the same time, each on a different body part, for thirty seconds. (Body part examples – neck, arm, stomach, foot) the rest must cheer!!!

4. Basketball Courts (Sarah)

Clue To Get There: Every other year this location is filled with spectators watching Ramah's version of Quidditch as we battle "Slytherin"

Clue For Horcrux Location – This hidden location was created by Slytherin in order for his descendents to purge the school of muggleborns and can only be opened using a rare language.

Answer – The Chamber Of Secrets

Activity – Everyone sing edah song and then shir ramah while on one foot

5. Alpine Tower (Gill)

Clue To Get There: Getting to the top of the Astronomy tower can be difficult and may incorporate lots of rope and pulleys.

Clue for Horcrux location: This location can be accessed by pacing in front of it three times, thinking about what type of area you need. Then the location will appear filled with everything you need.

Answer – Ravenclaw's Diadem

Activity – Make up three incantations in Hebrew and duel with them, exemplifying what they do

6. Ohel (Rachel Kozak)

Clue To Get There: At Hogwarts you must tickle the green pear in the painting of fruit to get here, but at Ramagwarts you simply need to pull aside a flap.

Clue For Horcrux Location: This dirty and dingy location is home to some of Voldemort's ancestors. Their name is describes their sad personalities.

Answer – The Gaunt Shack

Activity – Leapfrog to the tennis court fence and back twice

IF CAMPERS CANNOT GUESS LOCATION MUST BE PENALIZED THIRTY SECONDS BEFORE GIVING ANSWER

TELL CAMPERS THAT THEY GET BONUS POINTS (A LOT) FOR GUESSING THE HORCRUX IN CONJUNCTION WITH THE LOCATION

Trivia Activity

Points: Each correctly answered trivia question = 5 points
Each successfully completed challenge = 10 points

Instructions:

1. Each house will send up a representative to answer a Harry Potter trivia question.
2. Each representative will have 30 seconds to answer a question. He or she cannot get help from his or her group. The representative must write their answer on a piece of paper.
3. Every 4 questions, each group will have a challenge to complete. Each group's representative must change after every challenge.

Questions

1. Who did Harry want to take to the Yule Ball?
 - a. Cho Chang
2. Who was the captain of the Slytherin quidditch team in the first three books?
 - a. Marcus Flint
3. What is Albus Dumbledore's full name?
 - a. Albus Percival Wulfrick Brian Dumbledore
4. What is Fleur Delacore's sister's name?
 - a. Gabriele

CHALLENGE:

- Summarize all seven Harry Potter books in one minute
 - o give each team one minute to plan
- 5. What is Harry's signature spell?
 - a. Expelliarmus
- 6. Who is the conductor of the night bus?
 - a. Stan Shunpike
- 7. Who win the Quidditch World Cup in the fourth book, and how did they do it?
 - a. Ireland, but Bulgaria caught the snitch (Ireland scored more points)
- 8. What day is Harry's birthday?
 - a. July 31st
- 9. Bonus question: which edah won Ramah's Harry Potter Trivia Challenge in the summer of 2005?
 - a. Shoafim!

CHALLENGE

-One kid from each team has to do charades for their team, all teams going simultaneously.

-The team that guesses first gets 10 points

WORD: Bertie Bott's every flavored Beans

10. What was Harry's first broom?
 - a. A Nimbus 2000
11. What are Hermione's parents' jobs?
 - a. Both are dentists
12. What was Hagrid's dog's name?
 - a. Fang
13. On what vehicle did Hagrid pick up baby Harry in the first book to take him to the Dursleys' ?
 - a. Flying motorcycle

CHALLENGE

- Use your bodies to spell the first letter of your house
- the fastest team gets 10 points

14. Where does Mr. Dursley work?
 - a. Grunnings Drills
15. Who owns the wand shop where Harry bought his first wand?
 - a. Ollivander
16. Which material does Harry and Voldemort's wand share?
 - a. A Fawkes Phoenix feather?
17. What is Voldemort's father's name?
 - a. Tom Riddle Sr.

Challenge

- Come up with the recipe for Hagrid's Rock Cakes
- one minute to plan
- must have at least five ingredients
- extra points if the ingredients are in hebrew

18. Where did Remus Lupin hang out as a student at Hogwarts when he transformed into a werewolf?
 - a. Shrieking Shack
19. What animal can Rita Skeeter transform into?
 - a. Beetle
20. On which day was Arthur Weasley attacked by a snake?
 - a. Christmas Eve
21. Name all of Harry's Defense Against the Dark Arts teachers in order
 - a. Professor Quirrel, Professor Lockhart, Professor Lupin, Moody, Umbridge, Snape

Challenge

- write down as many Harry Potter characters as you can in 2 minutes

Questions: (5 min)

21. Name at least three Weasleys' Wizard Wheezes products.
 - a. (any three:) Extendable Ears, Canary Creams, Nosebleed Nougats, Puking Pastilles, Peruvian Instant Darkness Powder
22. What was Harry's first broom?
 - a. A Nimbus 2000
23. Who bought Harry his second broom?
 - a. Sirius Black, his godfather
24. What happened to his first broom?
 - a. It smashed into the Whomping Willow when he fell off his broom during a game because of the dementors in the fall semester of his third year at school.
25. What are Hermione's parents' jobs?
 - a. Both are dentists
26. What was Hagrid's dog's name?
 - a. Fang
27. What kind of dog is Fang?
 - a. a boarhound
28. On what vehicle did Hagrid pick up baby Harry in the first book to take him to the Dursleys' ?
 - a. Flying motorcycle
29. What did Harry have to do in his detentions with Umbridge?
 - a. Write "I will not tell lies." Over and over again with a quill that made the words carve into the back of his right hand.
30. What type of quill does Rita Skeeter use?
 - a. A Quick-Quotes Quill

CHALLENGE (5 min)

-Use your bodies to spell the first letter of your house. All people on the team must be in the letter.

-the fastest team gets 10 points

Questions: (5 min)

31. Where does Mr. Dursley work?
 - a. Grunnings Drills
32. Who owns the wand shop where Harry bought his first wand?
 - a. Ollivander
33. What is the name of the Hogwarts librarian?
 - a. Madame Pince
34. What happens when you take a book off a shelf in the Restricted Section of the library without permission?
 - a. The book screams.
35. Which material does Harry and Voldemort's wand share?
 - a. A Fawkes Phoenix feather?

36. What is the name of the phenomenon that takes place when Harry and Voldemort's wands try to curse each other?
 - a. Priori Incantantem
37. What is Voldemort's father's name?
 - a. Tom Riddle Sr.
38. What is Voldemort's mother's name?
 - a. Merope Gaunt
39. Name 5 Death Eaters other than the Malfoys.
 - a. (any five:) Avery, Crabbe, Goyle, Bellatrix Lestrange, Wormtail, Rookwood, Dolohov, Crouch Jr., Yaxley, the Carrows
40. List where all of the fragments of Voldemorts soul are. (reword!)
 - a. Hufflepuff's cup, slytherin's ring, Slytherin's locket, Ravenclaw's Diadem, Nagini, Harry, Voldemort, Riddle's Diary

Challenge: (3 min)

- Come up with the recipe for Hagrid's Rock Cakes
 - one minute to plan
 - must have at least five ingredients
 - extra points if the ingredients are in hebrew

Questions: (5 min)

41. Where did Remus Lupin hang out as a student at Hogwarts when he transformed into a werewolf?
 - a. Shrieking Shack
42. What animal can Rita Skeeter transform into?
 - a. Beetle
43. Who are James Potter's friends at Hogwarts, and what did they call themselves?
 - a. James Potter = Prongs, Sirius Black = Padfoot, Remus Lupin = Moony, Peter Pettigrew = Wormtail
44. On which day was Arthur Weasley attacked by a snake?
 - a. Christmas Eve
45. Why was Neville raised by his grandmother?
 - a. Because his parents were great Aurors who were tortured to insanity by Death Eaters after Voldemort's downfall and are at St. Mungo's Hospital for Magical Maladies and Injuries
46. Name all of Harry's Defense Against the Dark Arts teachers in order
 - a. Professor Quirrel, Professor Lockhart, Professor Lupin, Moody, Umbridge, Snape
47. What is the name of the Minister of Magic for the first half of the series?
 - a. Cornelius Fudge
48. What is the name of the Minister of Magic for the second half of the series?
 - a. Rufus Scrimgeour
49. What's the personalized emblem or trademark that comes out of somebody's wand
 - a.Patronus

Why does Dumbledore dislike Bernie Botts Every Flavor beans: