**Yom Mario**

8 teams (about 10 per team)

Characters: Mario, Luigi, Toad, Yoshi, Koopa Troopa, Daisy, Bowser, Donkey Kong

Group Leaders: (will follow the four teams around during rotations)

**GROUP 1:** Yoshi, mario, donkey kong, daisy: Matt & Yael

**GROUP 2:**Luigi, Toad, Koopa Troopa, Bowser : Jess & Hillel

Objective of the Day Compete to win the most points to save Peach (Sarah)

**Schedule/Locations:**

Nikayon

11:00-11:30: team dress up (migrash/trzifim)

11:30-12:00: flag making (migrash + moadon)

12:00-12:45:

**GROUP 1:** Mario Kart (outside basketball court)

**GROUP 2:**costume making (moadon machon + bogrim)

12:45-1:30:

**GROUP 2:** Mario kart (outside basketball courts)

**GROUP 1:** costume making (moadon machon + bogrim)

1:30-2:00: CHOFESH

2:00-2:35: ARUCHAT TZOHORAYIM

2:35-3: MENUCHA (Roi, Abi, Gabi, and Meghan setup for the mario party and super mario)

3-3:35: ICE CREAM in the O”CH/ Free time (Roi, Abi, Gabi, and Meghan setup for the mario party and super mario)

3:35-4:35:

**GROUP 1:** Super Mario (migrash)

**GROUP 2:** Mario party (old hadar)

4:35-5:45: Who Wants to Be a Plumber/History of Mario (old hadar)

5:45-6:45:

**GROUP 2:** Mario party (old hadar)

**GROUP 1:** Super Mario(migrash)

6:45-7:45-- Bechirot

7:45: Aruchat Erev

8:45 - 9:10:

**GROUP 1:** super smash dodge ball (beit am bet)

**GROUP 2:** So you think you can Mario (dance competition) (cafe ramah)

9:10 - 9:40

**GROUP 2:** super smash dodge ball (beit am bet)

**GROUP 1:** So you think you can Mario (dance competition) (cafe ramah)

**Nikayon**: **10-11**

Kids search for gold coins and mushrooms scattered around the bunk.

* 50 pts per team, so 8x50 =400 pts total
* Per bunk = 6 coins per bunk x 8 = 48 coins total

Teams are given out

**Team Dress Up: 11 - 11:30**

Teams are allowed to go back to the bunk for 15 min to change to get into character. Teams are judged by the madrichim for creativity of costumes and awarded coins (be reasonable about amounts).

**Flag Making 11:30 - 12**

* Each team needs to create their own flag, kind of like Yom sport.
* These will also be used as the finish line for Super Mario

**Mario Kart (outside basketball court)/costume making (moadon machon + bogrim): 12:00- 1:30**

**Mario Kart**

4 teams compete against each other at a time. Double Dash rules: One Driver and One items person- one person sits on the scooter (items man) while the other person pushes (driver). The items person will be able to pick up boxes that will be on the track. The boxes will have inside of them either a water balloon or tissue paper or coin or mushroom.

* Water balloons can be thrown at opponents.
* Red tissue paper requires a madrich to step onto the track and spin the pair around 3 times.
* Coins can be kept for team total.
* Mushrooms can be saved for later.

Madrichim will need to replace boxes after each lap. Equal amounts of laps per team need to be completed so 1 per pair, plus however many extra laps needed to equal each other. If teams are about 10 people, each race should be around 5 laps. Time each team so we can compare across the board. The game itself should be explained in about 5-10 minutes, the rest of the time they will race. If they end early, do not send them to the next station, let them change if need be. All laps need to be completed before rotation. If extra time, they can compete within teams for best time.

**Costume Making**

4 teams compete at a time to create the best costumes. Four madrichim will be chosen to be models for the teams. Each team will be allotted the same amount of fabric, shirts, markers, scissors, construction paper, etc. They will be judged on accuracy and creativity. Madrichim will have 5 or so minutes to introduce the challenge, hanichim will have 10 min to plan the costume (NO TOUCHING OF MATERIALS besides sketching), 25 min to create the costume, and about 10 min to judge. This gives about 10 min for switching stations. Preferable location would be moadon bogrim and machon, or gaga arena.

Madrichim: Hannah G.(Mario and Koopa Troopa), Rachelli (Yoshi and Luigi), Maddy (Daisy and Bowser), and Matan (Donkey Kong and Toad) will be models and explain the peulah. They should be there for both prakim that this is being run. The two team leaders will keep track of how many materials each team is using. Meghan will be walking around making sure everything's running smoothly.

**CHOFESH: 1:30 - 2**

Being Bein Hachanchichim

**ARUCHAT TZHORAYIM: 2 - 2:35**

**MENUCHA: 2:35 - 3**

**ICE CREAM in O”CH and MENUCHA: 3- 3:35**

**SUPER MARIO/MARIO PARTY: 3:35- 4:35**

**SUPER MARIO**

Four teams will compete at a time. The obstacle course will be composed of four sections:

1. Mushroom round: where you try to acquire as many lives as possible by chasing and tagging the faster counselors, all four teams have 1 min to play tag with the counselors, they should each individually keep track of how many tags they get, mushrooms will be awarded afterwards before the obstacle course begins (or get flag football flags)

2. Obstacle course section: there will be a checkpoint that the hanich in front has to get to before the next one in the team can go.

3. The Avoid the madrichim section: where the hanichim have to get through a square-ish section of migrash where the slower counselors will be chasing them. There will a safe zone on either end.

4. More obstacles (benches and such)

5. Avoid the water balloons/fireball section: where a few counselors will be throwing water balloons at the hanichim from a predesignated throwing zone. (all mushroom round counselors)

6. Finish line is each team’s banner.

Kids have to try and get through the obstacle course without dying:

* dying means either being tagged by a madrich or getting hit with a water balloon.
* Mushrooms acquired in the first round are used as extra lives,
  + one extra life per hanich.
* So in theory each team has ten lives (amount of players) plus however many extra lives they have, which can be awarded to whoever but max one mushroom (2 lives) per hanich.

This should take 5-10 min to explain, 30 or so minutes of play time, and 10 min to change if need be. All mushrooms not used can be saved for later.

Points awarded by number of hanichim to successfully make it through the course + how many mushrooms remain. Coins will also just be scattered around (48).

Madrichim: gabi and abi will explain the peulah. mushrooms/fire balls: gabi, roi, maddy, abi, emmett; piranhas: gefen, matan, hannah r, and the two team leaders

**MARIO PARTY**

Board game with mini games. Four teams compete against each other. Winning Mini games awards you coins. Each team rolls a dice, with the goal of reaching the 50 coin jackpot squares on the board. Certain squares require the teams to play a Mini game that will be pulled out of a hat. One representative from each team will compete in a head-to-head four way mini game. Make sure everyone participates. Games are either last man standing (still keep track of who got out first), or 1st, 2nd, 3rd, 4th.

Mini Games:

* crazy cutters (compete to cut out a gumba or a mushroom the fastest and most accurate),
* cucumber slicers (first to slice a cucumber into slices),
* bumper balls (ride four yoga balls in a tape circle and try to push each other out of the circle),
* shy guys says (simon says, just say shy guy instead),
* hot rope jump (normal jump rope with all four particpants, if you mess up you’re out, last man standing),
* balloon burst (first to blow up and pop a balloon),
* hot bob-omb (hot potato, so play music, stop the music, whoever has the object is out),
* sneak n snore (hanichim run across the BAG, counselors try to catch them, basically sharks and minnows, last to be caught wins),
* mushroom mix up (place a bunch of colored paper on the ground, hold up a color, last one on the piece of paper is out),
* musical mushroom (run around the tape circle used for bumper balls with an object in the middle, music playing, when the music stops, they go for the object, do this three times),
* platform peril (set up the BAG benches in parallel and they have to race jumping over them),
* memory match (memory game, take turns going, winner has the most matches),
* dizzy dancing (spin forehead on a bat for 30 sec, race to an object, do this three times)

Madrichim: Hannah G, Meghan, and Rachelli will lead this, they will pull the mini game from a hat and help set up each, keep track of who wins, and award coins for winning mini games and getting the jackpot.

**So You Want to Be A Plumber: 4:45 - 5:35**

Trivia Game, Jeopardy Style.

The questions will be read out, teams can discuss which they think is the answer, then write it on a piece of paper, and will reveal their answers all together (very last round of jeopardy style)

**SUPER MARIO/MARIO PARTY: 5:45- 6:35**

Groups Switch Activities

**BECHIROT: 6:45 - 7:45**

**ARUCHAT EREV: 7:45 - 8:20**

**Super Smash Dodgeball/ So You Think You Can Mario 8:45 - 9:35**

**Super Smash**:

Regular game of dodgeball. Four teams will go against each other at a time, top teams vs. bottom teams. Once you are out, you are out, no catching the ball to get another teammate back in. Coins can also be on the territory lines as extra points. Mushrooms from nikayon and super mario can be saved for this event.

**So You Think You Can Mario:**

Teams will have to come up with a dance for their character. Dances will be judged and best team will receive coins.

**AT THE END**

After, we will announce the winner by unrolling the winning team’s banner. Winners will have saved peach and get peaches and whipped cream.