

Yom Medieval Crisis

Overall Goal/Themes:

- Chanichim will learn the values and interworking of creating a community and how they interact within a larger community

Methods Used:

- Arts and crafts, games, discussion

Supplies/Resources Needed:

- 12 cardboard boxes
- 1 cup each of blue, red, yellow, and green paint - Omanut
- 4 cups of glue - Omanut
- 3 sheet cakes - Kitchen
- 3 packs of markers - Bunks
- 3 watermelons - Walmart
- 1 bottle of oil - Walmart
- 3 cups of icing - Walmart
- 4 rolls of aluminum foil - Walmart
- 3 packs of mike and ikes - Walmart
- 1 pack of twizzlers - Walmart
- 1 bottle of sprinkles - Walmart
- 1 box of graham crackers - Walmart
- 3 cups of pretzels
- 6 small dodgeballs - Dani Carrus?
- A lot of benches - Here!

Staff Preparation and Roles:

- Collection of empty boxes and cans, creation of groups, assignment of tribe colors, and general oversight of activities throughout the program.

- Counselors should stay with their bunk and facilitate activities

PROCEDURE:

7:45 → Tfilot

8:30 → Breakfast

9:15 → Nikayon

10:00 – 11:00 → Intro (skit) and costume making *mirpeset*

Intro – 5 minutes

Skit explaining how they are in middle ages, they have been split by bunk into separate villages, there are crises caused by the evil Melech Rami, and each village needs to work together and overcome these crises.

Costume Making – 40 min

Each group will have to complete a village costume. The costumes can either be kilts, capes or you can design your own. In addition to costumes you can also design masks.

Presentation – 15 minutes

Each village will present their village attire to the King's Court to be graded.

11:00 – 11:30 → Law making and discussion (NO 25) *upper mig rash*

Each village will be tasked with making laws for themselves. It is your responsibility, as a village, to come up with the laws of your community. Try to fill in Jewish values in the laws- tzedakah, caring for your neighbors...shout out to the Ten Commandments. We will give you poster board and markers to write up your code of laws.

Guiding questions for staff to facilitate: Why did you choose the laws that you chose? What made you put them in the order you put them in? How did you use your sources? How did you choose which sources to use? Would you like to live in your kingdom? What are you looking for in your kingdom? (Some examples: Jewish laws, Justice, peace, health, anarchy, monarchy, democratic-republic, prosperity, socialism, safety, religion (freedom thereof), age equality, sexism, racism, communism, freedom of speech, respect of the elders, equality of races)

11:30 – 12:00 → Greased Watermelon (NO 25) – ~~hill~~ ^{Hill} between tennis courts and bunks

Greased Watermelon will ^{not} take place on sand. The 3 villages will compete against each other. Each village will stand in a line (shoulder to shoulder, but spaced a little apart) up the hill and pass the watermelon up through the sand. After the first leg, they will then have to reverse the order of the line and complete the activity again. Finally, if time permits, they will arrange themselves standing in a line front to back and have to pass the watermelon through their legs.

12:00 – 12:45 → Prepare and put on a skit for Rami (NO 25) upper migrash

The three villages will be given a subject for a short story ("King Rami goes on a horse ride through the forest"). They will then be given, at random, a different genre (comedy, adventure, horror) and have to prepare a 5 minute skit on the subject. They will then perform the skit for Rami, who will decide which performance pleased him the most.

1:45 – 2:20 → Peulat Tzrif

2:30 – 3:30 → Daber project

3:30 – 3:50 → Star Game (NO 23) upper migrash

Divide into the three bunks with each bunk standing in line, legs apart facing the middle where the object is placed. Number each member of the team from the middle outwards so that all the 1's are nearest the centre. When a persons' number is called out they have to leave their position, run around the outside of the star to the back of their team where then have to tunnel/crawl through their team members legs to reach the ball/object first.

Complications: Run backwards, hop on one foot

3:50-4:20 → Picture scavenger hunt (use digital camera to give Rami memory card later)

Melech Rami went on an adventure and got lost in the woods. In order to help him find his way back, he needs a visual of some of the places he went to. It's up to you to take pictures of his route and help him back. If you don't, Melech Rami will send his noble kinsmen to keep an eye on you. Here's a list of clues (all pictures must be creative and have a medieval theme and new pose). Poses needed are: standing, lying down, bunk number, goofy faces, smiling faces, action shot, terror shot

- In front of the agam
- At the Ilanot medurah spot ^{pretending to be knights of the round table}
- ~~In the ohel near the lower migrash~~ ^{preparing for battle against climbing towers}
- On the swingset ^{mid battle}
- ~~On the minaret~~ ^{hiding from an enemy in the suburbs}

- disposing a wounded knight near a*
- ~~In front of a~~ garbage can
 - Lying down spelling out a word or picture on the upper migrash

4:20 – 5:00 → Iron Chef (NO 23)

The groups will be assigned to tables on the Mirpeset and will be given supplies to make a castle for Melech Rami. The castles will be judged by Rami's court as follows: Castle design, creative use of food, effective use of color, and Best of Show.

Task to get icing: Name 3 Parshiyot we read this summer

Pretzels: Sing edah song

Mike and ikes: Count backwards from twenty in hebrew

Twizzlers: One rep needs to beat a judge in rocks paper scissors 3 times out of 5

Sprinkles: Do the chicken dance 3 times

Graham Crackers: Do the chorus part of the Zimkudiyah dance

5:00 – 5:45 → Invader (NO 23) *Upper migrash*

There will be five cardboard boxes set up on each course. Benches and other obstacles will be set up in order to obstruct the pathway to the cardboard boxes. In addition to the obstacles, campers will be asked to bring pillows from their cabins to play defense and swat away balls. The goal is to score as many balls in the boxes before all of your team has gotten out (by being hit by a ball the defense has thrown. The back cardboard box is worth 5 points and the front boxes are 1 point. The offensive team will line up at the start of the course and, ONE BY ONE, attack while the defenders are on the outskirts of the course waiting for the charge. If an attacker catches a ball, they may use that ball to defend and (hopefully) put in a box. If an attacker is hit, the person behind him in line goes, and the attacker exits to either side. There will be 4 balls in the field, and one with the attacker at the start.

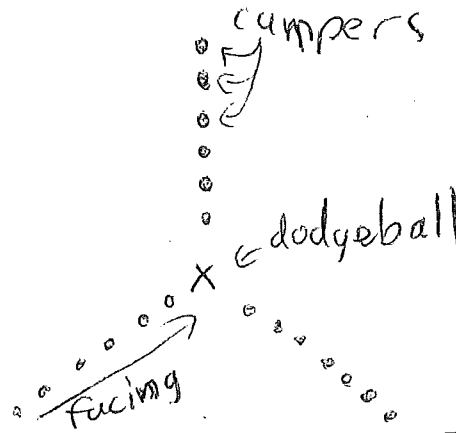
5:45 – 6:20 → Human Battleship *lower migrash*

All four villages participate. A giant rectangle is the field, divided into 4 equal parts. Each bunk selects 9 chanichim to be the boats (one 4 person boat, one 3 person boat and one 2 person boat). The remaining chanichim from each bunk stand on the corner of their bunks area (so that each bunk has a group at each corner of the giant rectangle. The "boats" arrange themselves as they please within their own area.

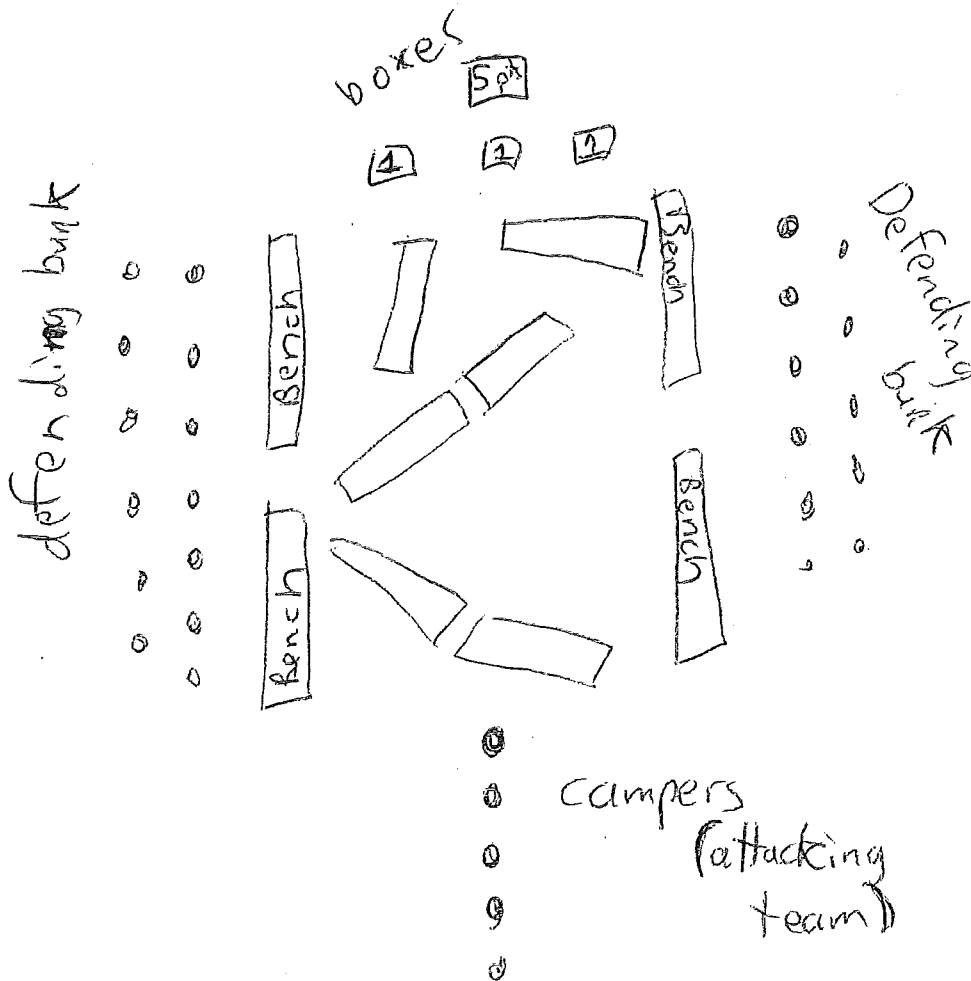
The groups standing at the corners take turns attempting to hit the opponents' boats by lobbing the dodgeballs at whichever team they want

to throw at. Each team has a minimum of one throw per turn. Some will have more than one throw per turn due to them winning activities throughout the day.

Star Game



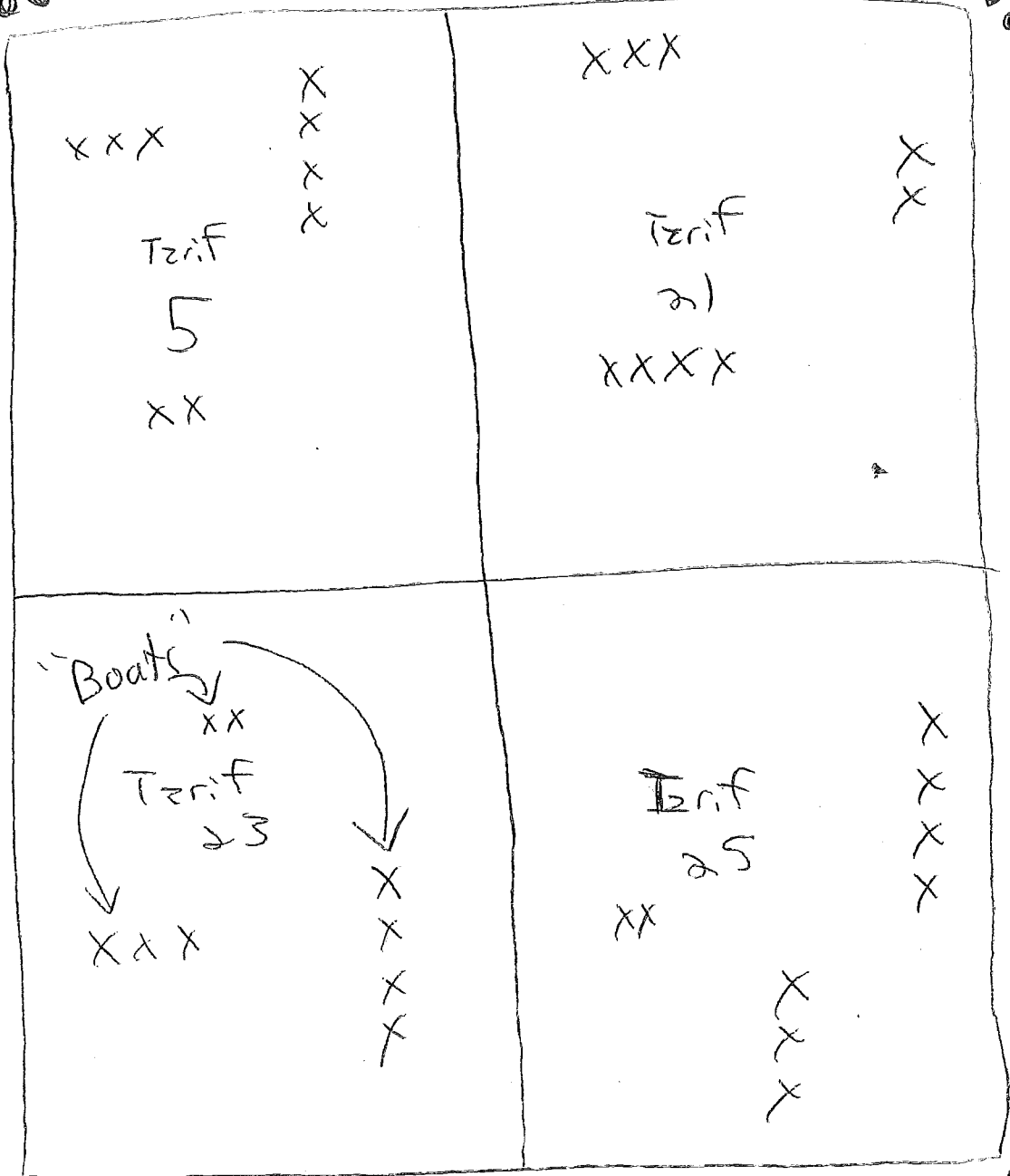
Invader



Human Battleship

Bunk 5
throwers

Bunk 21
throwers



Bunk 23
throwers

Bunk 25
throwers