

Solelim  
7-7-08  
Yom SimCity

8:25 T'filot  
9:15 Breakfast  
9:45 Nikayon  
10:30 Intro Skit  
10:40 Obstacle Course  
11:40 4 stations to create the city (with 1 rotation about 30 minutes into it)  
12:15 snack  
12:25 switch station  
1:00 Lunch/Sh'a'at Menucha  
2:30 Relay Race  
3:10 Learning about Natural Disasters  
3:45 The Ground is Lava  
4:40 Waterfight  
5:30 Free Time  
6:30 Dinner

The premise of the day is that we have been traveling in the desert for 40 years and now we are just about to enter the land of Israel. Our mission for the day is to found and create the first city in Israel and the campers will be working together throughout the day to create their own city.

### Obstacle Course

Location: Moadon Solelim to Machaneh Gimmel (Beit Am Bet)

In order to start their own city, they need to get control of a city and in this activity they have to fight the Midianites to get control of the city. In order to beat the Midianites, they have to complete the obstacle course successfully and they all must come out alive. No one can be left behind.

We will take about 10 minutes at the start to explain all of the stations (Jenna will explain what to do and Becca will add the Jewish part of each activity). Counselors will be going around with their bunk to each station, so each counselor must know what is going to be done at each station and know where they are going next. Every camper in the bunk has to complete the station before moving on to the next station.

Start: Moadon

Steps of moadon solelim to the steps of Ed's house on the grass: Wheelbarrow

Ed's house to the entrance of the agam: Jump with two feet together with your arms in the air

Entrance of the agam to the A-side gazebo: leapfrog (one of the ten plagues)

Gazebo to the road to the marp: three legged race holding their spears in hand ready to go into battle in the front line

Road to the marp to the center of the grove: walking backwards to watch out for enemies coming behind them

Over and Under benches (looking for the remaining weapons from the Midianites) and then spin to the steps of the staff lounge

Staff lounge to the edge of machaneh gimmel (the back way): grapevine while singing mayim, mayim (thanking Miriam for the water)

Edge of machaneh gimmel to the tent in the middle: garbage bag races

End: Tent in machaneh gimmel: fuzzy bunny with marshmallows (but really pretzels) but instead say "Baruch Hashem, Thank you for the manna"

#### **4 Stations**

Location: Machaneh Gimmel (Beit Am Bet)

For this activity, there will be 4 options of activities for the campers to partake in, which all involve helping to create something for the city. Campers will be able to choose which activity they want to do and then after about 30 minutes we will give them the opportunity to switch stations. There will be 1 or 2 counselors at each station.

**Government:** Create their own campaign as if they were to run for mayer of the town including laws/a constitution and film their own campaign commercial. First they are going to write and film their own campaign commercial and then if there is time they can write out their own constitution and sign it. (Materials: video camera, poster, markers, paper to write out commercial) (Ben and Jessie)

**Shops:** Gold rocks will be scattered around the field and the camper's first task will be to collect as many rocks as they can. The gold rocks are symbolizing money and they will be able to trade the money in for supplies to create their own shop. They will get construction paper and markers and scissors to draw their store, come up with a name for the store, and draw what they want to sell. If there is time, they can also come up with a jingle for their store. (Materials: gold rocks, construction paper, scissors, glue, markers) (Jenna)

**Sports:** The campers will be given a few balls and some sports equipment and their job is to create their own sport as entertainment for their city. After they create the game, they will play the game and make sure everything goes the way they thought it should and then they can revise it if they want to. They can also write down the rules if they want. (Materials: balls, paper, pen) (Ayal and Becca)

**Builders:** The objective for this activity is to build some buildings and houses for the city. The campers will be given a set of materials and they will have a chance to build the tallest building, the most aesthetic building, and the most creative/sturdiest building. If there are enough people in the group, the campers will be divided into two groups and they will compete against each other. (Materials: plates, cups, pipe cleaners, masking tape) (Rachel and Michelle)

#### **Relay Race**

Location: Lower Migrash (Beit Am Bet)

Since the unofficial name of the day is Yom Series of Unfortunate Events we will start to introduce that aspect in this relay race. Each stop that they have to get through will be an activity involving a natural disaster and in order to save their city from all the natural

disasters that might destroy it, they must complete the race. We will divide the campers into three teams and during sha'at menucha they will be told to wear a certain color shirt which will determine the team they are on. Each camper must complete the entire race. If there is someone from your team already at the station, you must wait until they are done before you start. When the campers are not doing their part, they should be cheering on the rest of their team.

Start: Edge of the volleyball courts closest to the tennis courts

Dizzy Izzy 8 times and run to the edge of the basketball courts (whirlpool) (Ben)

Make 1 basket using tennis balls from the foul line before moving on with the maximum number of attempts at around 10 attempts (Hail), then run to the other end of the basketball courts (Ayal)

Move water from one bucket to another filling up to the designated line, using only sponges (tsunami), we will then dump the water back into the original bucket for the next person, run to the soccer net (Rachel)

At the soccer net, person A will wait for a partner (person B), we will blindfold person B and then scatter 3 milk cartons per team and person A will have to guide person B to picking up 3 milk cartons using only words, then person B will wait for person C to come and person B will turn into the guider and so on and so forth (lighting storm), then run to the guard house (Michelle)

At the guard house, eat as many saltines as they can until they need water, goal is for their team to have the least amount of saltines left (that team is most fit for survival) (drought), then run to home base (Jenna)

At home base, they have to run around the bases with an open umbrella so the ash from the wildfire doesn't fall in their face (forest fire), then run to the picnic table under the tent by the suburbs and sit in a column by team and wait for the rest of the team to get there (Becca)

Once everyone has gotten to the picnic table, we will start the avalanche activity. You live on a mountain and you have buried all your treasure under the mountain. An avalanche is about to occur. Without using your hands, you must retrieve your treasure. We will put a handful of m&ms on a plate and cover them with whipped cream. The object of the game is to get all of the m&ms out and eat them without using their hands (i.e. only using their mouth). We will go one at a time and have them sit back down in their column until everyone has finished and we will see who does it the fastest. (All counselors)

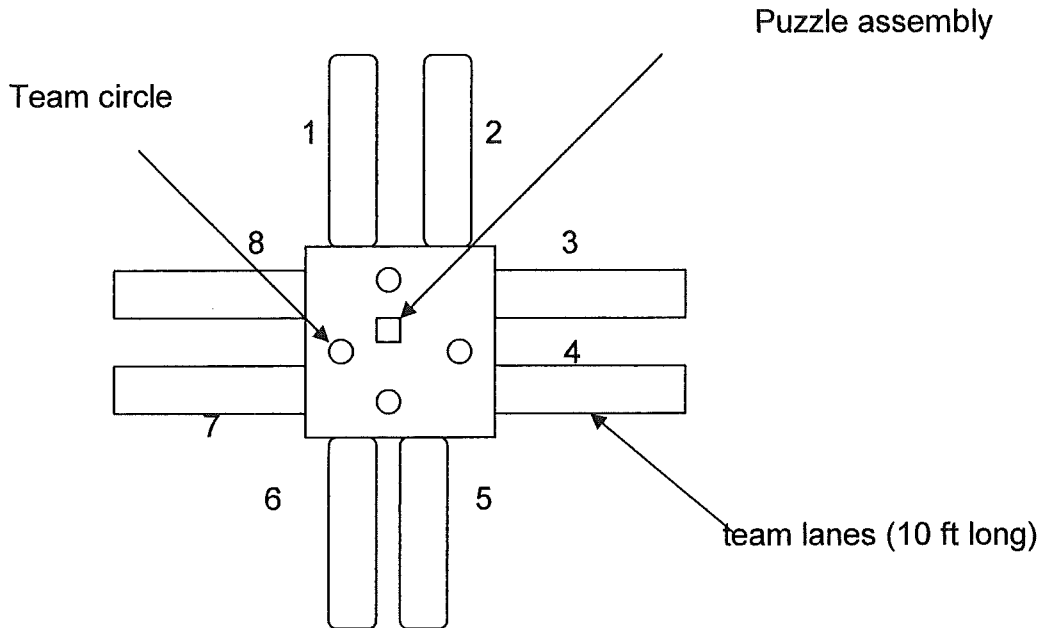
### **The Ground is Lava**

Your goal is to have your entire team use the milk-crates to reach the high ground and pick up puzzle pieces along the way in order to complete the puzzle so as not to be consumed by lava. If you touch the ground outside of the prescribed safe area, which is the high ground, YOU DIE OF LAVA!!! Listen for more instructions once the puzzle is complete.

Post-Puzzle Instructions:

"THE LAVA IS RISING TOO FAST! EVERYBODY, QUICK! GET ON THE HIGH GROUND INSIDE YOUR TEAM CIRCLE! GET INSIDE THE CIRCLE! THE WHOLE TEAM MUST BE IN THEIR RESPECTICE CIRCLES!! Etc.

While their backs are turned, pour water on them.



**Assembly:**

See above diagram. They are broken into four teams (8 kids), and then split into two sub-teams (4 kids), each occupying a corner (1 and 8 are a team, 2 and 3, 4 and 5, 6 and 7). There should be two milk crates per lane.

**Waterfight**

The counselors just stole the puzzle (key) to the city and you need the key to complete your city. In order to get it back, you must challenge your counselors to a waterfight and steal the puzzle back.