

YOM

INC WARP!

Goal: To foster an environment of teamwork, a sense of encouragement for others, and an opportunity to learn about ourselves from our own history.

Story line:

Hey Magshimim, aren't we all excited to go to the giant bar mitzvah party that we have all been invited to tonight. I can't wait, I'm so excited to be going to this Bar Mitzvah. The coolest part is that to get there, we have to go all the way back to the seventies. That's right guys. It's time for us to all get into our time machines. Ok heeeeeeeeeeeeeeeere Weeeeeeeeeeeeeeeeee
Gooooooooooooooooo! Uh oh, This isn't our Bar mitzvah. Our time machine randomly transported us through time. It must be broken. We have to go rebuild it and fast, or we won't make it to the bar mitzvah on time.

Groups:

The groups will compete in challenges located throughout time. After each challenge is completed, the group will receive a resource with which to build their time machine. Last period before dinner, the groups will build their time machines. After dinner, the yom culminates with a relay race in their time machines around camp (read through time).

Counselors will either be setting up and planning their assigned peulot or helping the groups do the peula.

Schedule

8:30 T'filot

9:15 Breakfast

10-10:50 Nikayon

11-11:25 Dinosaur Fossil Expedition

11:30-11:50 Egypt Game

11:55-12:15 Greco/Roman

12:20-12:40 Medieval

12:50-1:35 Fingerprint Self Portraits

1:45-3:15 Aruchat Tzohoraim + Shaat Menucha

3:15-4:00 Peulat Tzrif

4:05-5:00 Capture the Flouncelot

5:05-5:30 Slime time

5:35-6:05 Time Machine Creation

6:15-7:15 Race through time

7:30 Dinner

8:15-9:15 Mazel Tov Magshimim

Dinosaur Fossil Expedition

"Uh oh Magshimim. Looks like our time machine randomly jumped around in time. It's right after the time of the dinosaurs, where they are all extinct. Well, while we're here we might as well find some cool dinosaur remains and maybe some other creatures as well. And maybe, we will find something to help rebuild our time machine."

Goal: To find all the pieces to a puzzle, encouraging teamwork and cooperation within a group

Location: A-side Volleyball Court

Staff in charge: Ruth/Danny

Supplies:

Magshimim 2011 written on 1 dinosaur and snakes

Procedure:

- Staff member hides the 32 pieces of the puzzles in the sand of the volleyball court

- As the four premade groups, campers search for the pieces to their own puzzle (specified by color)
- First group to complete their puzzle gets first choice of resource to rebuild the time machine

Rain Plan: Dinosaur Trivia in Moadon Magshimim

What dinosaur name means "fast thief?" (C)

A: Spinosaurus B: Triceratops C: Velociraptor D: Pteronodon

What dinosaur fossil was originally mistaken for a type of bison? (C)

A: Allosaurus B: Stegosaurus C: Triceratops D: Buffalosaurus

What was the first dinosaur to be discovered? (B)

A: Giganotosaurus B: Megalosaurus C: Brontosaurus D: Tyrannosaurus Rex

When did dinosaurs become extinct? (C)

A: 2 billion years ago B: 285 million years ago C: 65 million years ago D: 6 million years ago

What are scientists who study dinosaurs called? (C)

A. Geologist B. Archeologist C. Paleontologists D. Bicomintologists

Which type of rock is the best for fossil hunting? (B)

A. Igneous B. Sedimentary C. Metamorphic D. Volcanic

What does the term "dinosaur" mean? (A)

A. Terrible lizard B. Giant lizard C. Old lizard D. Scary lizard

During which era did dinosaurs rule the land? (C)

A. Precambrian B. Paleozoic C. Mesozoic D. Cenozoic

Which of the following is the Illinois state fossil? (A)

A. Tulley Monster B. Trilobite C. Arthropoda

T-Rex is believed to eat its own weight in meat each week. How much did it eat? (C)

A. 3 tons B. 5 tons C. 7 tons

What does the name T-Rex mean? (C)

A. terrible king B. lizard giant C. terrible lizard king

The award for the most teeth goes to the edmontosaurus. How many teeth did it have? (B)

A. 100 B. 1000 C. 1500

How many chambers could be found in a dinosaur's heart? (C)

A. 2 B. 3 C. 4

Out of the following, which was the largest dinosaur? (B)

A. tyrannosaurus rex B. giganotosaurus C. brontosaurus

How many horns could be found on the head of a triceratops? (B)

A. 2 B. 3 C. 4 D. 1

The word fossil comes from the Latin word "fodere". What does it mean? (C)

A. buried in dirt B. ancient feature C. to dig up

Time Machine Part: two cardboard boxes (per group)

"Great Job everybody. This is a great start on our way to rebuilding our time machine. Uh oh, here we go again."

Do the Egyptian

"Wow Magshimim, we suddenly got transported all the way to the time of the Egyptians! This is the time of the pyramids, mummies, and funny dance moves. We better learn how to work together soon, or we'll be stuck here forever."

Goal: To work together in a group in a timed event.

Location: A Side Soccer Field

Staff member: Shlomi/Carly

Supplies:

Toilet paper

Watch

Directions for Staff:

- 1 Staff member with each team
- Within the four teams, make sure they pick people to be wrapped in toilet paper
- Keep the kids focused and do not let them fool around with the toilet paper!
- Ask kids questions to get extra toilet paper/time

Goal: To wrap and build effectively and as quickly as your team can.

Directions for Teams:

Task 1: Wrap up 1 person completely head to toe in 2 minutes

Task 2: Wrap up 2 people completely head to toe back to back in 3 minutes

Task 3: Wrap up 2 people completely head to toe side to side in 3 minutes

-There will be questions that you will be able to answer to get more toilet paper and more time.

Each team will start off with 3 rolls of toilet paper.

-After Mummy Warp, the teams will have to build pyramids

-Each team will have to make a 3 person pyramid, a 6 person pyramid, then a 10 person pyramid.

-10 second for 3 person

-2 minutes to make a 6 person and hold for 15 seconds

-3 minutes to make a 10 person and hold for 10 seconds

Questions:

How many years were the Hebrews in the Desert? 40 years

How many Plagues were there? 10 Plagues

What was the Mountain that Moses Climbed to see into Canaan? Mt. Nebo

In the movie Prince of Egypt, there is a chariot race between Moses and his brother. Who wins the race? Moses.

Which way does the Nile River flow: North to South or South to North? South to North

Rain Plan: Beit Am Alef

-Look back at the toilet paper activity

-Reenact the Hebrew is the Desert during the 40 years in 30 seconds.

Time Machine part: tape

"Another job well done Magshimim! We're certainly on our way to fixing this time machine.

What's that i hear? Uh-oh, looks like we're going again!"

And the Men Roared (aka Greco-Roman activity)

"Well look at that Magshimim, we ended up in the time of the Greeks. Looks like the only way to get out of this pickle is to use our muscles a bit."

Two part activity

Part one: Gladiator fight.

Location: A side migrash

Staff: Aryeh/Danny/Sarah/Abby

Supplies:

8 Cones

Goal: To promote both teamwork and a sense of encouragement for other.

Process:

Explain to kids that they are like the Maccabees fighting against the Greeks. During the game, four counselors will start playing the role of the greeks and will jump into the game. Campers who knock out the counsellors get extra points for there teams.

Four staff members playing the game as the greeks. The rest of the staff must surround the borders and watch out for rule breakers.

- Eight cones make the borders for a large box in which all campers stand. In each corner stands the members of each team.
- When the game starts, every camper must hop around on one foot and try to knock down members of different teams so that they put their other foot on the ground. They may also get people out by knocking them out of the coned off area.
- Campers must always be on only one foot. They may not switch feet.
- Campers also may not lower their shoulders into eachother. Campers may not raise their elbows at eachother. Both of these motions call for immediate dismissal from the round.
- The Team with the last camper standing is the winner. After campers get out, they must cheer for their own teammates who are still playing.

Play one round unless the round is especially short in which case a second round could be in order. Time should be about five to ten minutes.

Part Two: Wheelbarrow race.

Location: A Side migrash

Supplies:

8 cones

Process:

- Have the campers on all teams pair up and have a relay race wheelbarrow style going to a cone. At the cone they must switch positions and then go straight back and tag the next pair from their team.
- A team wins when all pairs have gone to the cone and back. When a pair finishes they must sit down. A team cannot win till they are sitting in a line and quiet.

DO one race which should take up about five to ten minutes including time to explain and set up.

One staff member should be with each team and one staff member should be at each cone.

Rain plan: Ohel

Time machine piece: construction paper

"What an athletic group you are Magshimim. You managed that one in no time! Oh fiddlesticks, looks like we're moving again"

Protect Our House

"Incredible Magshimim. We're suddenly in the Medieval Age. But that means we're also in a lot of danger. We must quickly find a way to protect ourselves before its too late."

Location: A side volleyball courts.

Staff: Mike/Aryeh

Supplies:

Buckets or pails

Shovels

Markers

Posterboard

Goal: Encourage ideas of sacred space and protection of said sacred space

Procedure:

- Campers will split into four teams to complete two activities simultaneously.
- First, Campers will take buckets of water from the hose next to omanut, and bring them to wet the sand on the volleyball courts where they will build sand castles.
- At the same time campers will use markers and posterboard to design their own protective dragon. The dragon must be drawn at least partially by every group member.
- When each person is designing a part of the dragon, the dragon must be drawn by someone else in the group. For example, one camper says to another, "Please draw an eye right about the nose." Every camper must take a turn both drawing and designing.
- After fifteen minutes, campers will have ten additional minutes to present their dragon and their castle and why they designed it the way they did.
- Campers are expected to use concepts of sacred space to explain why the castle is special to their own lives and why the dragon is able to protect specifically this castle and not any other because its strengths should be tailored to fit the castle's needs.

Counselors are needed to be split evenly between the four groups to check on the different groups.

Rain Plan: Ohel

Draw a dragon and a castle in the way described above.

Time machine part: markers

"Splendid Magshimim, another job well done! No one will ever be able to break into these castles. Uh-oh time machine's acting up again. HEEERREEE WEEEE GOOOOOOOO!"

Fingerpaint Self Portraits - Daber Program

"Ahh the Renaissance, the time of the individual. Lets take some time to truly express ourselves. And maybe find some time to fix our time machine while we're at it."

Goal: To use Hebrew in a creative and interactive way

Location: Beit Am Bet

Staff in charge: Sarah

Supplies:

White table paper

Washable paint (red, orange, yellow, green, blue, purple, pink, black, white)

Paper towels

Garbage bags

Water

Pails

Trays for paint

Procedure:

- Put garbage bags down on the floor
- Roll out white paper
- Put paint into trays
- Campers should be arranged on both sides of the white paper and told to make a fingerpaint self portrait
- Staff will walk around with the paint trays
- Campers must ask for paint in Hebrew - "Efshar et ha tzeva _____" and thank afterwards "Todah"

תודה

... עזרה תודה

Time Machine Part: Glitter

"Beautiful Magshimim, you all look beautiful. I wish we could stay but it looks like we're moving again!"

Spanish Inquisition - Use as time filler if things go too fast

Locations: Machaneh gimmel

Supplies:

- 4 talitot
- 4 candles
- 4 kipot
- 4 sidurim
- 20 construction paper Jewish stars.

Staff: Aryeh, Carly, Ruth, Barry

Process:

- Each group gets a designated spot, and must hide their 5 Jewish stars within that area.
- Counselors will come around to each group and attempt to find the stars.
- At the same time, the four Jewish objects will be given to each group area and counselors will see the objects and will ask the campers what they are and why they have them.
- Campers must quickly come up with plausible answers as to what the objects really are. For example, "That's not a Shabbat candle. It's a toilet roll holder."

Counselors must be at each place with all of the kids and asking questions. Counselors must get into character (of Torquemada).

Time machine piece: pom poms/tissue paper

Capture the FLouncelor

Look at us Magshimim! Were right in the middle of the cold war, a time of uncertainty and secrecy. We will only be able to escape if we become sneaky ourselves.

Location: Machaneh gimmel

Staff: Barry and Mike running

Supplies:

Cones

Flags for capture the flag

Directions for staff:

-Split the four teams into two big teams combining teams 1 and 2, then 3 and 4..

Goal: To be top secret spies and work together to make sure the other "team" does not win!

Directions for Teams:

- Hide your flag in a hidden place
- Try to find the other teams flag without getting caught.
- if you get caught, you go to jail.
- Each team will have a jail with NO guarding the prisoners.
- The only way you can get out of jail is if you tag the hand of your teammate.
- Each team will also have 2 counselors on your team.
- You want to make sure that your counselors do not get caught. If they do catch one of your counselors, you can negotiate a hint of where the flag might be to get your counselor is.

Discussion on aspects of Cold War in respective teams.

Questions to ask:

What was the Cold War?

WHat made it "Cold"?

Is Global Competition like the cold war healthy?

WHat other examples are there of unhealthy competition?

When does competition cross the line and become unhealthy?

Time machine part: paint

Well done Magshimim! another crazy time period overcome. Oh no, here we go, boy this is getting annoying!

Slime Time

Oh the nineties. If there was one thing the nineties brought, it was slime. To help fix our time machine, we better cook up an incredible concoction!

~~Staff:~~ Staff: Ruth

Location: Moadon Magshimim

Supplies:

- Cornstarch
- Borax
- White glue
- Water
- Food Coloring
- Measuring cups
- Plastic cups
- Plastic spoons
- Plastic bags

Procedure:

- Each camper will be making his/her own slime
- Recipe-
 - Mix 1/4 cup of cornstarch and 4 oz. of white glue in one cup
 - Mix 1/2 tsp of borax and food coloring in another cup
 - Mix the cups together
 - = SLIME

Time Machine Part: Pipe cleaners

Excellent Job Magshimim, I think we have everything we need to build our time Machine. Now let's get to it!

Magshimim's Race Through Time

The moment is here magshimim. You have all built your time machines and they are fully functional. It's time to race through time to get to our super exciting seventies bar mitzvah. Good luck to everybody and Godspeed to you all!

Goals: To culminate the day in a relay race through time periods, using the time machines created during the day

Supplies:

Chalk/Plastic cups/Balloons/Hula-hoops/Apples/Buckets/Water/Cards (4)/Empty Cans/Tennis balls/Sponges/Watermelons/Papers/Pens

- Station 1: Caveman chalk tic-tac-toe @ Misrad pavement

Staff members: Mike

Each team must send one member to beat a staff member in chalk tic-tac-toe

- Station 2: Piggyback
Staff members: Carly
Walk with a friend on a piggyback from the Misrad to the A-side Gazebo
- Station 3: Noah's flood flip cup
Staff members: Abby
Five members of each team must drink a cup of water and flip it over. They can only start drinking once the person before has flipped the cup.
- Station 4: The 10 plagues Leap FroG
Staff members: Danny
5 members of each team should leapfrog from the A-side gazebo to Ivrit Classrooms
- Station 5: Balloon Sandwich @ Ivrit classrooms
Staff: Sarah
Two members of each team put a balloon between them back to back. They must move from sitting to standing without dropping the balloon.
- Station 6: Hula-hoop
Staff members: Barry
Four members of the team must pass a hula-hoop from the Ivrit classrooms to Moadon Magshimim holding hands the entire time
- Station 7: Bob for Apples
Staff members: TaliA
One member from each team must bob for an apple outside Moadon Magshimim
- Station 8: Medieval Card tower
Staff member: Mike
Location: Inside moadon magshimim
Two members of each team must build a 1 ft tall tower of cards.
- Station 9: Knock down a tower of cans (aka saving the environment) @ in back of MoMag
Staff member: Carly

One member of each team must knock down a tower of cans (recycle!) with a tennis ball

- Station 9 ¾:

Dance all the way to machaneh gimmel

- Station 10: Watermelon Over-under race

Location : @ Machaneh Gimel

Staff Members: Abby

Each team has to pass a watermelon over-under through using all of the team members

- Station 11: Whistle Hatikva

Staff members: Danny

Machaneh Gimel

One member from each team must whistle hatikva while rubbing belly and patting head

- Station 12: Sponge relay race

Staff members: Sarah

Transfer water from one bucket to another using one sponge. Each team rotates the person running every turn. Staff member calls out random commands e.g. backwards/ one foot/ while singing

Machaneh Gimel

- Station 13: Poetry @ softball field

Staff member: Barry

Three members from every team must compose an acrostic poem to Magshimim 2011

- Station 14: Hopscotch

Staff members: TaliA

One person must hopscotch to the tennis court

- Station 15: Magshimim 2011

Staff members: Shlomi

The entire team must be used to spell magshimim 2011 (IN HEBREW) with their bodies.

Excellent Magshimim, you all made it. Now Its time to recharge with dinner and get all

dressed up for the party! See you all soon!!!!!!!1

Mazel Tov Magshimim

Location: Beit Am Bet

Staff: Mike/Abby/Gill

Supplies:

Dress up in hippie clothes

bring funny clothes/items

lights

music: ipod, speakers

Directions for Staff:

-Make sure kids are participating in activities

-Make sure no one leaves the beit am bet

-Run the Coke/Pepsi game

Coke and Pepsi

- Yamina זכ"ל = side on left runs to right
- Smola זכ"ל = side on right runs to left
- Hafuch זכ"ל = switch sides
- Lehistovev זכ"ל = spin in a circle
- Kafa זכ"ל = high five partner in center
- Hibuk זכ"ל = run to the middle and hug
- Rachov Sum Sum זכ"ל = wave and say hello yeladim
- Likfotz זכ"ל = jump on one foot until next instruction
- Od Paam זכ"ל = do the previous move again
- Edah Hachi Tova זכ"ל = Sing the Magshimim song

Directions for Teams/Chanichim:

Its a Bar/Bat Mitzvah party so you have to dance and have fun.

Rain Plan: Move everything to Beit Knesset