

# **YOM PLAY**

August 10 2021

**Yom High School Musical: The Musical: The Machazemer  
Yom Western Wednesday**

| <b>Time</b>   | <b>Perek</b>  |
|---------------|---|
| 9:00          | Aruchat Boker   |
| 9:45          | Tfillot   |
| 10:30 - 12:45 | YOM PLAY thingz in the BAG  |
| 1:00          | Nikayon   |
| 2:00          | Aruchat Tzohorayim  |
| 2:45          | Menucha   |
| 3:30          | YOM PLAY thingz in the BAG  |
| 4:45          | Bechirot/Shower Time<br>everyone should change into their costumes before heading to dinner |
| 5:45          | Aruchat Erev  |
| 6:30          | Final Dress Rehearsal   |
| 7:30          | SHOW TIME!!   |
| 8:30          | Cast Party in the OCH   |

## **Teams for Yom Machazemer**

Every chanich needs to join a team for the machazemer. Madrichim will lead these teams and make sure to accomplish the deliverables on this write up. When you feel that the kids are antsy or that you do not have much to work on, you can play some of these back pocket games! Please keep track of chanichim in your groups

Have fun!!!

### **Marketing Team - Elise, Galper, Kobe and Micah**

- Trailer! DONE YAY
- Posters around camp
- PlayBill that we will print and pass out to camp!
- How will we greet camp as they come into the BAG?

### **Stage Crew - David, Sam O, and Gabby**

- Work with Zev and Hallel on:
  - Lighting
  - Music
  - Microphones
  - Managing curtain cues
  - Following along in script and prompting kids on stage

### **Set & Costumes - Sam B, Mimi, Mitchell, Leah, Daniel Berk, Anna**

- Props and decorations → we have 100 glow sticks and 50 lanterns
- Backdrop → we have a white sheet and paint!
- Costumes
  - Rapunzel- wig, purple dress
  - Flynn: white shirt, khakis, jean jacket
  - Mother gothel: red/maroon outfit/dress maroon+red skirts
  - King: dress clothes, cape, crown
  - Queen: dress clothes, crown
  - Pascal: green outfit, eyes/headband w/eyes
  - Maximus: horse sticks
  - Twins 1: green outfit, sash, sword
  - Twins 2: black outfit, eyepatch, sword
  - The flower: picture of the flower, yellow glow sticks
  - Cupid: (moses) beard, bow
  - Guards: wear red, swords, hats
  - Thugs: wear black
  - Towns people: wear regular/nice clothes
  - Trees: brown clothes, green paper arms
- Sign that says "18 years later" and "8 months later" in Hebrew

### **Cast - Sophie, Jacquie, and Yuval**

- Work with Vered on:
  - Script
  - Songs
  - Stage directing

### **Other:**

- Dances
- Edah song/dance

## **Back Pocket Games**

### **Wa**

Everyone stands in a circle. One person begins by throwing the "wa energy" by hold their hands together above their head and saying "wa" as they bring their hands down in the direction of the person they want to send the wa energy to. In order to catch the wa, you must clasp your hands together and swing them above your head while saying "wa". The two people on either side of the catcher must each clasp their own hands together and swing them towards the catcher without hitting them after the catcher has swung their hands up above their head and said "wa". Then the catcher may send the wa to someone else in the circle and the process continues. If you mess up, you are out. You may not throw the wa to the person directly next to you. To play "extreme wa", maintain the above rules but pretend the wa energy ball really packs a punch as you throw and catch it and dramatically shout the word "wa" instead of just saying it.

### **Pretentious potato**

Also known as veggie off or emotional vegetables, this is more of an improv activity. Two campers compete against one another at a time. The madrich says "1 2 3 sad asparagus" or any combination of an adjective and a vegetable, and the two chanichim must each attempt to embody that emotion and that vegetable. The madrich chooses the winner of each round, and then the next two chanichim play.

### **Ninja**

Everyone stands in a circle and one by one, each person in the circle tries to karate chop the arm of the person standing to their right. Each person gets one motion per round; the motion can be a chop, a readjustment of their footing, standing up or sitting down, etc. When the person to your left is trying to chop you, you may have one movement to try and avoid the chop. The rest of the time, everyone must be frozen. If your arm is chopped, it is now out of play and must be held behind your back. Everyone has two lives, corresponding with their two arms. Once both arms have been chopped, you are out of the game. The last ninja standing wins!

### **Leader**

Everyone sits in a large circle. A person is picked to be it. They leave and sit with their back to the circle. The group then decides on a leader who is to start a motion in which all the people copy. The motion can be anything at all, and the person who is it, comes in to find the leader of the motion. The leader changes the motion from time to time and the person who is it has three guesses to determine who the leader is. If 'it' guesses correctly then the leader becomes 'it'. If 'it' does not guess correctly a new

games is started by choosing a new leader.

**Activities related to Western Wednesday (up for interpretation)**

- Lasso toss
- Bean bag boot toss
- Rodeo rides
- Snake in my boot relay
- Seltzer can target practice
- Gem mining
- Horse and wagon race
- Cattle corral
- Cowboy hat making

## **Props and design needed by scene:**

### **Scene 1:**

Shields for the guards (6)

Cup to drink flower (1)

“3 months later” sign

A fake baby (bundle of blankets)

“18 years later” sign

Paper crown for king and queen (2)

### **Scene 2:**

Frying pan (1)

Broom (1)

Paint brush (1)

“Window frame” for Rapunzel to hold

Crown/tiara

### **Scene 3**

Tables

Benches

A sign that says “Restaurant”

Viking helmets (12)

Cups (12)

Angel wings for the baby man

### **Scene 4**

Benches for townspeople’s booths (3)

Townspeople’s signs (3)

Lantern for the king and queen (1)

The tiara from scene 2