

Monday, August 13, 2012

Kefli's Back to the Future at Temple Isaiah!

(All camp at Temple)

*** Needs to be Planned by Unit

8:45-9:00 Greet Campers!

9:00-9:15 Attendance, Welcome and first icebreaker!

- Include on attendance sheet full list of all present campers, and turn it in to your Rosh Eidah.
- Distribute T-shirts. The shirts will by this time have been labeled in Sharpie on the size tag with each camper's name. **Make sure the campers stick with whatever size they have ordered, even though some campers are sure to have regrets and request to trade.**
- **Plan a quick icebreaker activity:** This is an activity that the campers can be absorbed in when they are dropped off at camp. This can be an art or craft project, making name tags, building something together, etc. It should be something that can be done in your eidah table area that helps campers meet one another.

9:15-10:00 Intro to Camp, Kumzitz (Rules & Regs), Song Session

10:00-10:45 Time in Eidot – First Group Bonding Opportunity

- **Mixers, Icebreakers, etc.**
- **Eidah Cheer** –each eidah has a cheer that represents them and that they will use throughout camp. Take some of this time to teach your unit the cheer you created during staff training.

10:45-11:00 Cheers

- Each eidah will present their cheer to the rest of camp. Show some spirit for your eidah!!!!

11:00 – 11:10: Snack

11:10 – 3:00: Kefli's Back to the Future Program

11:10 – 11:15: Intro Skit: The moon has collided with a large meteor, sending the Earth in a time warped, tail spin. Forever altering our history! Suddenly, the whole course of the world has changed, and the way we live our life is forever different! It is our job to go back and fix moments of history that will put us back on course.

Marty McFly: Hey Camp Kefli! What a wonderful day! It's so great to see you all here. How is everyone feeling? Are you guys pumped for second session!?! I'm soooo excited! I just got word from a friend of mine that there is this really cool star explosion set to happen right now. They just sent me this live feed to watch it. Let's check this out.

<http://www.youtube.com/watch?v=bDXrh98Qs-8>

Light speed → <http://www.youtube.com/watch?v=uvnk9dcqVbA&feature=relmfu>

Woah, that was one crazzzzyyy explosion!

11:15 – 11:45: Building of the time machine!

- Using boxes, duct tape, and other “crafts”, each eidah will be responsible for building a time machine! They will have to come up with a design, construct it, name it, and set up a time structure. They will be using this machine to travel back and forth in time throughout the day.

11:45 – 12:15: Back to the Future Rotations I

| Alef | Bet | Gimel | Dalet |
|-----------------------|----------------|----------|----------------|
| Creation of the World | Tower of Babel | 50's Fun | First Olympics |

12:15-12:45 Our first all-camp lunch in Social Hall! We will all say *HaMotzi* together. Don't allow your campers to start eating before everyone has said *HaMotzi* together, and definitely don't start to lead *Hamotzi* on your own as a group!

12:45 – 1:45: Back to the Future Rotations II

| | Alef | Bet | Gimel | Dalet |
|--------------|-------------------|------------------------|----------------|----------------|
| 12:45 – 1:15 | Renaissance Italy | 50's Fun | First Olympics | Tower of Babel |
| 1:15 – 1:45 | First Olympics | Creation of Air Travel | Tower of Babel | 50's Fun |

1:45-2:00: Snack

2:00-2:30: Back to the Future Rotations II

| | Alef | Bet | Gimel | Dalet |
|-------------|------------------------|----------------|--------------------|--------------------|
| 2:00 – 2:30 | Creation of Air Travel | First Olympics | Jews in the future | Jews in the future |

2:30-2:40: Wrap-up / closing skit

2:40-3:00: Unit Time – some type of unit closing circle / check in / bonding activity

3:00-3:30: Siyyum, Cheers and Pick Up Party

What does your Eidah need to do to get ready for the day?

1. Make Name Tags
2. Plan activities for when the campers are arriving

3. Plan mixers
4. Write a Cheer

Kefli's Back to the Future Rotations:

Creation of the World: (A):

Intro: *Woah! That must have been one crazy, big meteor. What has happened to our animals? Where are the dolphins? Where are the tigers? Where are the lions, and bears? (oh, my!!!). Man, I really missed our old animals. I mean, this whole sharkaroo (hold up a picture of a shark and kangaroo) and eagorilla (eagle and gorilla) thing is really throwing me off. We need to go back to when we chose earths animals. When two by two, our animals marched on to a gigantic boat to forever be rescued. To Noah's Ark we go!!!*

Set time machine and go back in time!

Adam and Eve: *Laa dee da dee da! What a beautiful day! The sun is shining. The animals are out and about! Life is good! WOOAHHH!!! How did you guys get here? What's up with these funky clothes? Ya'll are crazy!! What can I do for you? What do you mean these animals are weird? You want to ?! You really ARE crazy!!!*

Play the animal game (5 minutes):

The Alef campers must be split up into two single file lines. "Noah" will stand all the way at one end of the little lawn. Each turn, Noah will call out an animal name. 1 Alef camper from each line must act out and make sound effects of that animal. They must do this while running to Noah and sitting in line. Noah will then call out another animal for the next two campers. This will continue until all campers have reached the boat. Play the game a couple of times if the campers are getting into it.

Create your own Animals(10 minutes):

Campers will have the opportunity to create their own animals out of construction paper and art supplies. Tell them to get creative. Use the examples of the "Sharkaroo" and "Eagorilla" to help your campers create their own animals!

Duck, Duck, Goose – Noah's Ark Style (5 minutes)

Campers will sit in a circle and play duck, duck, goose. However, feel free to change up the animals used in the game!

Tower of Babel (B, G, D):

Intro: *You won't believe this! That crazy meteor that hit the moon made one SERIOUS change. Somehow, all of the languages in the world got meshed into one... English! It's crazy! Can you imagine living in a world where we all speak the same language?*

BORING!!! We need to go back in time to change this? But when did this happen? (if nobody answers, have a counselor shout out... "The Tower of Babel!")

Set time machine and go back in time!

Ah, here we are! Back in the day, there was only one set of people, with one common language. This meteor really changed that. We need to recreate the Tower of Babel and construct the tallest tower we can imagine!

Activity: Straw Towers (10 minutes):

Campers should be split up into teams of 4-5. In their teams, each campers will be given 40 straws, 3 feet of masking tape, and 10 paper clips. They will be responsible for building the largest free-standing tower they can in 5 minutes time. Each group will be given 3 minutes time to plan. Once they complete there planning time, they will no longer be able to talk. Please tell them the instructions beforehand.

Great job everyone! Now that we have these gigantic towers, we need to knock them down and spread the languages all over the world!

Activity: Giant Jenga (15 minutes)

Campers will be split up into 2 teams. Each team will take turns playing their turn on the giant Jenga. Every player must go at least once before someone goes twice. The team that knocks the Jenga down first, loses. Play multiple times if time permits.

Air Travel Creation (A, B):

Intro:

Activity: Half of the campers will get to bounce in the bounce house, while the others will play parachute games. They'll switch after 15 minutes.

Parachute Song Session: Campers and staff all sit inside the blown up parachute. They must choose a song to sing once they are in with the goal of exiting before the parachute collapses.

Cat and Mouse: Stand holding the canopy at shoulder height making sure there is a space between each child around the perimeter. Place ball - the cheese - in the centre of the circle under the canopy. Choose one child to be the cat and one to be the mouse. The cat starts off under the canopy guarding the cheese - the mouse starts off outside the canopy and has to get to the cheese running in between the children holding the canopy. If you have already numbered the children 1 or 6 around the canopy then choose a cat of one number and a mouse of another. The mouse has 20 seconds to get the cheese, the cat has 20 seconds to catch the mouse.

ParaSwap: Number the children around the circle, say one to six. Lift the chute and on the third go shout a number, these children then have to swap places under the canopy before it falls.

Bouncing Balls: The canopy is held taut at chest height with 2 or 3 foam footballs on the surface. 3 or 4 children underneath the canopy have to try to knock the balls off whilst those around the canopy try to keep them on.

Twister: Campers and Staff will sit inside the blown up tent. A staff member will say a body part and a color. The campers will need to touch the color with that respective body part (for example, touch the red section with your hand). The idea is to do this all without the tent collapsing.

Renaissance Italy (A):

Intro: *You're not going to believe this! I just got off of the phone with my friend Dora, you know, the explora, and she told me that all of the world's art has been wiped away! We must go back and help our friends Michelangelo, Leonardo, and Donatello recreate their beautiful art!*

Set time machine and go back in time!

3 Rad Ninja Turtles: *Hey guys, what can we help you with? Don't mind us, we're just fighting crime in the mean sewers of Lafayette...what? You mean we're not crime fighting mutant turtles? We're actually artist? Woah! That's news to me! Well then let's make some art!*

Activity: Alef will have some fun doing some arts and crafts and also playing with sidewalk chalk. They can do this by the playground so that they can play on the playground as well. There will also be a spin art station set up where they can take turns making spin art.

The Original Olympics (A, B, G, D):

Intro: *You know, one way we can totally take advantage of this time machine thing is to make Gaga and official Olympic sport. And what a better way to do this than to go back in time to the original Olympics.*

Set time machine and go back in time (776 BCE)!

Random Greek Dude: Heyo! Didn't you get the memo? We're all Hellenist now... where is your toga? Ohhh, you guys are competing in the Olympic games you say? What game is that? Gaga? O wow! You all look good. I don't think our Greek brothers and sisters will be able to keep up. Ok, well, game on!

Activity: Gaga (30 minutes)
Let's play some Gaga!

50's Fun:

Intro: *Oh no! Somehow, the meteor caused the one and only Elvis Presley to go into ballet instead of the rock and roll genius he was! Think about it. Without Elvis, none of the music we love today would exist. No Beatles, no Katy Perry, no One Direction. We need to go back in time and fix this!*

Set time machine and go back in time!

Elvis (in a tutu): *Ahuh... how ya doin there Camp Kefli (do a little ballet spin)... ahuh*

thank you, thank you very much. Man, aren't the 50's great. We have hula hoops, we have twister, we have soc hops. But you know what, soc hops aren't fun without good music. I mean I'm so sick of dancing ballet. Can you help me fix this? Play some games with me, and maybe, just maybe I'll bust out some new tunes.

Activity: 50's relay race (15 minutes)

Relay 1: Divide campers into 3 teams. In their teams, the campers must complete a hula hoop pass across the lines. Each team must stand in a line holding hands. The campers must pass a hula hoop across the line and back, while not letting go. First team to complete this and sit down wins.

Relay 2: In their three teams, the campers must complete a sponge relay. Standing in a single file line, and starting in the back, each team must soak a sponge in water, pass the sponge through the line "over / under" style, and the person in the front of the line has to run the sponge across the field and drain the water into a separate bucket and return to the back of the line.. The relay continues until they fill their bucket up with water succeeding a line.

Relay 3: In their three teams, the campers must compete in a dizzy bat relay.

Activity: Bounce House Soc Hop (15 minutes)

Campers will have some fun in the bounce house, while blasting their favorite songs!

Jews in the Future:

Intro: *With all of these sudden changes, it's really important that we jump ahead to the future and make sure our Judaism will be maintained! We need to set the tone for our Jewish people for the next generation!*

Set time machine and go back in time!

Future Dude: *What up dudes and dudettes! Welcome to the Future!!! You know, we've come a long way the past 100 years. We're now able to visit all sorts of planets and galaxies! In fact, people are starting to for their own communities on these planets. We're about to head to this totally awesome planet called Ayzehkefli to start a new Jewish community there. But before we go, we need to make sure we bring the right stuff to start this new community. You all have \$2,500 to spend, make sure you spend it wisely!*

Activity: Divide campers into groups of 3 or 4. Each group will participate in the *A Jewish Community* program and decide which Jewish items they should bring with them.

A Jewish Community

You are to establish a new community far beyond the planet Earth. The planet, called Ayzehkefli has the same atmosphere as Earth, and there is adequate plant and animal life. There are also farms already established to supply and make food. You will be the first Jewish community on Ayzehkefli. Your challenge is to set an example for future Jewish settlers. You have a \$2,500 budget to purchase the needed supplies for the trip.

Torah ... \$1,000.00
Bible ... \$5.00 each
Candlesticks... 20.00 a pair
Candles ... 3.75 per hundred
Shofar... 75.00
Menorah (7 branch) ... 85.00
Chanukiot ... 125.00
Ner Tamid (Eternal Light) ... 200.00
Sleeping Bags ... 40.00 each
Wall Tent (six person) ... 175.00
Jewish calendar ... 250.00
Siddur (Prayer Book) ... 7.50 each
Haggadah ... 7.50 each
Talmud (Sacred Jewish Text) ... 65.00
Hebrew books ... 5.00 each
Guide to Jewish living... 10.00 each
Kosher wine ... 50.00 a case