

Robot - Icebreaker/Group Game
Every person is the controller. One person is the controller. Controller touches back:
Start - One in center
Stop - Two in center stops
Left - Turns left; **Right** - Turns right
When their hands collide they stop before controller starts them again.
Modifications: Three controllers and three one robot; One controller and three robot



BackPocket Games

Backpocket Random Acts of Community Building

Olympic Bobsled Team

Teams of four stand in a line like they would be sitting in a bobsled. Assigned positions in order of 1-2-3-4. On certain commands, they need to switch positions.
1. "Change": front person moves to the back of sled
2. "Switch": positions 2 & 4 switch spots
3. "Rotate": everyone rotates 180 degrees, so now positions 1-2-3-4 become 4-3-2-1
4. "Loose Caboose": your team scatters and each person needs to form a new group with 3 others

C'mere!
Begin by forming several smaller size groups within your medium to large size audience (3-5 people). Next, identify one specific characteristic for the members of each group, such as the tallest person in each group. When this person first steps away from the group, they have become a "free agent" and other groups can call out in a high pitched tone, "C'mere c'mere!" until they are attracted to their circle. Additional characteristics include: length of hair, most articles of jewelry, largest (or smallest) shoe size, wearing the most blue or green, number of siblings, wearing coolest watch or cleanest shoes...

I am the Mitten King!

A large circle is formed, with players standing. One person is selected to be the tagger and stands inside the circle. At the center of the circle is an object (mitten, shoes, etc). The goal of the tagger is to tag someone moving inside the circle, and trade places with them. But during this process two other hilarious things can happen. First, two players on opposite sides of the circle can attempt to exchange places. This can temporarily distract the tagger, which makes the next heroic move even more possible. And that is for a single person to run to the center, lift the object above their head and yell, "I am the mitten king!" and make it back to their original location (or position that opens up) without being tagged. If they manage to return without being tagged, they are The Mitten King!

Princesses and Dragons
For each person in the group, there are two other people who are very important to them. One is a fire-breathing dragon (oh no!). But that's okay, because the other is a princess who is your savior. Once each person has chosen who will play these roles for them (without telling them who they are), the game beings. Each player attempts to stand in a position where they are close to their savior princess and away from their fire breathing dragon.
Modifications:
You can make an equilateral triangle with your two secret partners and try to see who can make the best triangle.

∞ "The most pathetic person in the world is someone who has sight but has no vision" - Helen Keller
What is the reward for your work?
Practice expressing gratitude to the lighthouses in your life.

6) Question Game

Go around asking questions. You cannot pause, hesitate, answer, or repeat. You need to just keep asking questions or you are out.
∞ What is the role of questions and answers in society?
∞ "AyeKa- Where are you?" - Genesis 3:9
∞ "Life is not about living with the answers, but rather living with the questions" - Folk Story

Practice asking three good questions a day.

- ∞ = Conversation around circle
- ∞ = Text to consider
- # = Practice or Reflection

Interference

Divide a large group into three smaller teams. Team One (the senders) occupies the space at the far end of the playing area. Team Two (the receivers) stand to the other far end (or about 20-40 feet away. Team Three (the interference) occupies the space in between.
Next, present Team One with a short message to send to Team Two. Team One members can only verbally or visually convey their message (they cannot relocate or write and pass their message). During this one minute communication period, the members of Team Three try to block (interfere with) the message, by visually and verbally scrambling the information. After each round, invite teams to change locations (1>2, 2>3, 3>1). After three rounds, debrief the activity and ask teams which role they enjoyed the most and why. Responses: In order to listen, you must first become quiet....etc.

obstacles in it (i.e. rocks, cones, chairs, trees, etc.). Select another group member to be the lighthouse and place them in the obstacle course. The goal of the lighthouse is to guide the ship verbally safely to dry land through the waters avoiding any of the obstacles. The catch is that the lighthouse is only allowed to give directions when the ship is facing the lighthouse. Once the ship gets to land the ship and lighthouse win and share the candy. The game grows in complexity as it adds various obstacles and challenges, multiple ships, or even additional lighthouses.

A *Mashpia* is someone who has an influence guiding others in their growth.

- ∞ Who has been a *Mashpia* for you in your life?
- ∞ What does it mean to be a *Mashpia* for someone else?

INSTRUCTIONS:

1. Fold lengthwise
2. Fold widthwise
3. Cut along the dotted line
4. Fold in to Booklet

∞ "Distance falsehood and the lying word from me; give me neither poverty nor wealth; provide me my allotted bread" - (Proverbs 30:8)

Bread in Hebrew is *LeChem* which is also a great acronym for *Limud, Chavaya, and Ma'aseh*. In our work we need to provide our campers their daily sustenance of *Limud* -cognitive learning, *Chavaya*- affective experiences, and *Ma'aseh*- physical movement.

#In designing experiences for others how can we make sure that give them their allotted *LeChem*?

∞ "The mind is not a vessel to be filled, but a fire to be kindled."
— *Plutarch*

#How can we use games to inspire people with the 4C's:

- Creativity and Innovation
- Critical Thinking and Problem Solving
- Communication
- Collaboration

For comments, suggestions, or copies please be in touch with
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