## CORNERSTONE 2018 RESOURCE

## Programming: From Idea to Implementation

 Elective 2| AUTHOR(S): | Tomer Moked, Asya Gribov |
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| SUMMARY: | How can you create an amazing program from scratch? We will go through the steps of <br> designing, planning, and implementing programs that can be modified for various <br> audiences, spaces, and camp situations. - Submitted by Tomer Moked, Asya Gribov |
| TOPIC(S): | Creating a program from start to finish that meets set out goals. |
| LEARNING | Participants will get concrete tools to design and implement programs at camp. <br> Participants will understand the difference between an activity and a program. <br> Participants will learn how to adapt programs to different audiences, spaces, and camp <br> situations. |
| AUDIENCE: | Camp Staff <br> 10-30 participants |
| TIMING: | 60-90 minutes |
| APPENDICES: | Cooking Up A Great Program Template |
| MATERIALS | Props: Spaghetti, tape, foam balls, pencils, post its, parachute, foam finger, dinosaur <br> toys, etc. (should be random) <br> Chocolate Balls: Hershey bars, graham crackers, butter, sugar, milk, cocoa powder, <br> sprinkles, bowls, plastic gloves, <br> NEEDED: |
| Plain white paper and white tissue paper |  |
| SET-UP | Any room with tables and chairs |
| DETAILS: | CIVE |

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## Session Timeline \& Outline:

## Icebreaker/ Intro: (15 min)

Sitting in a circle, one participant asks the next a question about camp.
After everyone goes around in a circle, participants move around the circle and sit in a different way.
Everyone must ask the same question and give the same answer.
Opening: (15 min)
Split up into small teams, participants will receive 6 random props and will have 6 minutes to design a game using each of the props.
Each team will be given one of the following themes for the game:

1. Social Justice - DIN | דין | Justice
2. Gender - HAARECHA SHEL MACHLOKET | הערכה של מחלוקת |
3. Shabbat - SHLEIMUT | שלמות | Perfection
4. Staff training- MANHIGUT | Leadership
5. CHESED | топ | Grace

## Main program:

| Recipe for chocolate balls | Program Development Outline |
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| Hershey Bars | Idea/ Personal Connection |
| Graham Crackers and cocoa powder | Goals |
| Butter | Audience |
| Preparation instructions (mix, bake, etc.) | Session outline <br> Opening/ Ice Breaker , Main activity, Processing/ <br> Discussion, Closing |
| Sugar | Setting |
| Milk | Resources \& Materials |
| Mix and make balls | Assessment / Discussion |
| Add Toppings: Rainbow cake sprinkles, <br> Oreo, blue and white cake sprinkles, coconut, <br> sesame, chocolate chips etc. | Modification (Rainy day, budget etc. gluten free, etc. |

Looking at the metaphor of a recipe for creating a program, participants will asked to write up a program in small groups based on the following themes:

1. CIT Graduation Night
2. First Day Welcome
3. Tu B'Av
4. Israel's Independence Day

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While participants are working on their program recipes, the facilitator will interrupt the planning with unpredictable situations in camp. The group will have to continue planning with the new modification. (rainy day, Shabbat, limited staff, young campers, etc.)

## Discussion:

Comparing creating a game (intro activity) to creating a program:

- Which part of the recipe did you have for the opening activity? What was missing?
- What are the challenges of programming in camp?
- What are the advantages of programming in camp?
- What did you learn in this program? How can you use it at camp this summer?

