Working with Young Campers

*Specialty Track, Session 3*

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| **AUTHOR(S):** | Asya Gribov |
| **SUMMARY:** | Participants will complete their missions to become superheroes and create their own superhero costumes.  Participants will learn about the 10 Jewish sensibilities.  Participants will work as teams to compete in a STEM building challenge.  - *Submitted by* *Asya Gribov* |
| **TOPIC(S):** | Young Children, Communication Skills, Community Building, Group Dynamics, Leadership Development |
| **LEARNING OBJECTIVE:** | Participants will learn about and discuss the 10 Jewish sensibilities.  Participants will learn about gamification of education.  Participants will gain ideas for engaging team building activities for young campers. |
| **AUDIENCE:** | Staff, campers, small to medium size group, all ages |
| **TIMING:** | 75-90 minutes |
| **APPENDICES:** | 10 Jewish Sensibilities |
| **MATERIALS NEEDED:** | Cloth, felt materials, scissors, sharpies, masking tape, straws, a small cup, pennies, toothpicks, and paper. |
| **SET-UP DETAILS:** | No specific set up. |

**Session Timeline & Outline:**

Session Description:

“Welcome back for your third and final training to become part of the Superhero Team.

You have only two missions remaining.”

**Mission #8 Laughing Game** (15 minutes)

Standing in a circle, the 1st person says "Ha", then the 2nd person "Ha-ha" and so on. The goal is to get all the way through the group without anyone laughing; its infectious if someone starts laughing. Upon completion, receive 1JS- Simcha

**Mission #9 Learning from Failure** (20 minutes)

Participants will compete to build the tallest and sturdiest tower that can hold the most pennies in 10 minutes. Participants will receive a limited supply of masking tape, straws, a small cup, pennies, toothpicks, and paper.

Questions:

* How did you learn what works and what doesn’t work?
* Did anyone try one idea and then switch their idea?

Upon completion, receive 1JS- Teshuva

“Congratulations! You have unlocked all 10 JS-es. You are now ready! The 10 JS-es that you collected are the 10 Jewish Sensibilities. Each of the sensibilities matches one of the activities that you had completed during your training.”

As a group, review how each of the sensibilities matches the completed activities.

**Make Your Superhero Cape and Mask** **(30 minutes)**

“Now that you are part of The Superhero Team, you can make your own superhero cape and mask.”

Participants make individual capes from materials and masks from felt pieces.

Participants create their superhero name as it relates to their job in the summertime.

**Additional Notes for Bringing it Back to Camp:**

Debrief the entire three sessions and the gamification of the workshop.

What is gamification? How can gamification be used in our programs? What worked about this type of workshop? What didn’t?

* What is the overall approach to working with kids that can be brought back to camp from this session?
* What are the specific activities from this workshop that can be brought to camp?
* What might be some of the challenges in implementing any of these activities with campers? How can they be resolved?
* What questions have still not been answered?
* How can these activities be adapted to different ages, themes, and other ideas?