

CORNERSTONE 2016 RESOURCE

If You Dream It, *Elective 2*

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SUMMARY:	Tools for taking a biblical and historical narrative and turning it into a fun imaginative experience. A mind blowing imagination workout, to make the participants childhood dreams come to life creatively. - <i>Submitted by Tomer Moked</i>
TOPICS:	Bedtime Ritual, Camp-wide/Large Group Programs, Communication Skills, Community Building, Film, Global Jewish Community, Group Dynamics, Historic Jewish Figures, Holidays and Celebrations, Identity, Israel Programming, Jewish Culture, Jewish History, Jewish Values, Leadership Development, Team Building, Teen Programs
LEARNING OBJECTIVE:	Participants will learn that imagination and creativity can be an amazing tool for staff and campers inspiration and positive influence. fun way to learn and explore Jewish biblical and historical figures.
AUDIENCE:	8 and up. staff and supervisors
LENGTH:	75-90 Minutes
APPENDIXES:	Quotes CS16 Imagineers16
MATERIALS:	<ul style="list-style-type: none"> • Pens (1 for everybody) • A large stack of blank paper • Speakers • A large "Post it" presenting the questions on Handout #3 • Large "Post it" notes • A screen + Projector+ Sound (optional) • Fun Costumes and accessories (optional) • Chairs (2 per person) • *1 copy, color, of each: "Imagineers," "Quotes"
SETTING:	Large room, Print and place the 7 quotes (Handout #1) around the room. *each quote has slips of paper with a code on them. The facilitator must make sure the numbers of the participants matches the numbers of the slips of papers. If there are too many the facilitator should pre-cut an even number of slips from all the quotes (to make sure we will have even groups eventually)

Session Description:

Set up:

Print and place the 7 quotes (Handout #1) around the room.

*each quote has slips of paper with a code on them. The facilitator must make sure the numbers of the participants matches the numbers of the slips of papers. If there are too many the facilitator should pre-cut an even number of slips from all the quotes (to make sure we will have even groups eventually)

Opening trigger (5 min):

The Participants will be seated in a large circle. The facilitator will pass a piece of blank paper and a pen to each participant. The facilitator will ask the participants to write on the piece of paper what was their childhood dream, something they always wanted to be able to do, to be or to accomplish as a child.

Warm up (10 min):

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The facilitator will ask the participants to walk around the room, read the quotes, choose one quote they are connected to, or they really like (after reading all the quotes).

Each quote has slips of paper with a code. Once the participants choose a quote they like, they should take a slip of paper from their favorite quote.

Each participant can have only one slip of one quote!

Once all the participants have their slip of paper, the facilitator will ask them to match the code they have on their slip of paper with others and to form a smaller circle together.

Activity 1 - The Disney Experience (30 min):

The facilitator will explain the groups that each team will get a character's card instructions (Handout #2), a blank paper A4, and a pen, and will reveal the "Post it" poster with the guideline question (Handout #3).

The facilitator will read the following:

Walt Disney said: "**If you can dream it, you can do it**", and created a world full of wonders that makes some dreams come true.

You are a team of "Imagineers" developing a future Disney experience.

Each team has a Jewish character Disney wants to develop and form into an experience with your help.

As a team of imagineers you should come up with the main guidelines of how the Experience will look like, what it would be like and what will be magical about it.

Start with a proper research using the quote of your character, information you have received (Handout #2) about the dreams and accomplishments of your character. Please create a 2 min presentation of the future experience you are developing. You will have 15 min for this challenge. Start dreaming and have fun!

After 10 min the facilitator will remind the groups they have 5 min left to finish their challenge and for the presentation of their work.

Presentations (15 min):

Each team will get 2 min to present the character they have received, the experience they have asked to create and their vision for the experience.

Group debrief (5 min):

The facilitator will thank the teams for their creations and accomplishments of helping Disney bring the Jewish leaders dreams, and vision to life by experiences. The facilitator will ask the group:

What was the most important thing for them to bring to life in their experience. (The quote, the character, the story, the accomplishment.. etc.)

What in their opinion was the goal of this challenge?

Activity 2 - Playing with Imagination (20 min):

The facilitator will ask the participants to look at the notes they wrote in the beginning describing their own childhood dreams.

The facilitator will explain that our mission as a group is to accomplish and bring to life, with the magic of creativity their friends dreams.

The facilitator will explain we will not be able to accomplish all the dreams due to time, and will ask for a brave participant who wishes to have their dream come to life by the group.

The volunteer will share the what they wrote. leave the room for 2 min for the rest of the group to set up an experience that will make the volunteer's dream come true.



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Every participant of the group should take a role in the “Dream comes true” experience.

After 2 min of set up and quick planing the facilitator will call the volunteer back to the room and the experience will start.

The group will have 1-3 min to creatively bring the dream to life.

Once accomplished the facilitator will thank the group, will give a chance for the volunteer to thank the group and ask for a new volunteer.

You can make as many dreams come true as time allows you.

Bringing it Back to Camp: (10-15 minutes)

The facilitator will gather the groups together into one big circle. The facilitator will ask a few people to share the favorite part of the program. The facilitator will discuss with group the philosophy and idea of having a dream and perusing it. The facilitator will ask what is our role as educators to encourage children to dream, and motivate them to accomplish their dreams . Facilitator will ask for other ideas the participants have that can modify the activity to their camp. Conversation will ensue until the time is up.

Additional Notes for Bringing it Back to Camp:

The "Playing with Imagination" part can be lead outside, you can collect the dreams from each camper and every once in a while surprise the group with 5 min where we make a dream come true. This program can be spread through out the summer.

APPENDIXES:

QUOTES CS16
IMAGINEERS16