CORNERSTONE 2016 RESOURCE
There is no "I" in TEAM. But there is a "Me".,
Specialty Track 3

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SUMMARY:	Everyone is responsible to the TEAM and at the same time each person should try to be the very best they can be. - *Submitted by Yoni Shear*
TOPICS:	Camp-wide/Large Group Programs, Communication Skills, Community Building, Group Dynamics, Inclusion- Special Needs, Jewish Text, Leadership Development, Sports & Games, Team Building, Teen Programs
LEARNING OBJECTIVE:	Everyone on the TEAM should know how to play every position. Everyone is responsible for every position on the court. And at the same time, individuals will and should excel at one or two specific positions. In addition, how can our Jewish sources guide us in this thinking.
AUDIENCE:	This session is great for ages of 13 and above and must have at least three people on each team. This game has been played with both staff and campers and it has worked well with both audiences.
LENGTH:	30-60 Minutes
APPENDIXES:	Yoni MS 3 See Run Build
MATERIALS:	Paper Plates Paper clips Masking tape Scotch tape Rubber bands Construction paper Makers Plastic forks, spoons, knives Plastic cups
SETTING:	Basketball Court. (An indoor space in case of rain)

Session Description:

There is no "I" in T.E.A.M … but there is a "ME"

1. SETTING THE SCENE:
The NBA basketball team, the Cleveland Cavaliers have very good basketball players and one of these players is named Kyrie Irving. He plays point guard and is responsible for controlling the ball and essentially running the teams offense. For some time, Irving has been hurt and hasn't been in the line-up with he rest of his team. It's safe to say his absence was missed on the court as the Cavs were not playing up to their potential. Irving returned to the court in great anticipation. Unfortunately, his homecoming didn't have the results everyone had anticipated. He went 0-8 to begin the game, missing all of his shots. One could notice a lack of flow between him, his team, and the game at large. And then one of his teammates, Lebron James, embodied what a TEAM should look like with one play. This happened mid way through the second quarter.
(Play clip) https://www.youtube.com/watch?v=8tH55ng_uN4

Check for Understanding:
- What is so special about what Lebron James did?
- How is this there is no I in team but there is a me?

Everyone on the TEAM should know how to play every position. Everyone is responsible for every position on the court. And at the same time, individuals will and should excel at one or two specific positions. Knowing ones role on the court and even more so, being able to know what your teammates need, is how winning occurs. Everyone is responsible and at the same time each person should try to be the very best they can be.

2. READING THE SOURCE

In chapter 31 of שמות (Exodus), an example of this thought comes to light. Pass out source sheets for learning… Please read OUTLOUD to each other and discuss

Questions for discussion: (Feel free to add more questions if need be)
- Who is the "captain" of the team that is created?
- How does everyone work together in order to achieve a common goal?
- Do you think there are limits to the roles that are made?
  - Is it possible for others to "pick up the pieces" for their teammates?

Through the direction of בצלאל (Betzalel) teams were created to build the physical structure of the משכן as well as the elements that would make up the utensils and the interior to be used by the כהנים (Priests). A very serious endeavor and difficult as the majority of the people involved in the building didn't have a sample to build from! It was all by word of mouth. Check for understanding, reiteration, and clarity. All of this brings us to our game... SEE, RUN, BUILD!!

3. **SEE, RUN, BUILD!!**

Participants will be able to:
- Grasp and understand the concept of the difficulty of building of the Mishkan (Tabernacle).
- See the importance of infusing Jewish texts into activities that they can run for their future campers.
- Realize the importance of being able to contribute positively within a group.
- HAVE FUN!

Materials needed:

This is entirely up to the participants. The materials used should be able to be built into a structure of their choosing. In the past, materials that have been used have been:
- Paper Plates
- Paper clips
- Masking tape
- Scotch tape
- Rubber bands
- Construction paper
- Makers
- Straws
- Binder clips
- Boxes (any size)
- Plastic forks, spoons, knives
- Plastic cups
- Napkins
- Pipe cleaners

● Tissue paper
● Paper towels

Participants are to be split up into teams with equal numbers in each team. There are three jobs that are given to members of the teams.
● One person is the "See(er)"
● One person is the "Runner"
● One person is the "Builder"

Depending on the number of team members, you can have more than one person in each job. In other words, you can have 2 "See(ers)" or 3 "Runners" or 5 "Builders". See(ers) are only allowed to speak to "Runners". "Runners" are only allowed to speak to "Builders". "See(ers)" and "Builders" are not permitted to have any communication during the course of the game.

Using the above materials, an object is built and is hidden in a separate room/space. Each group are given the same amount of materials as it took to build the object so that when the game is over, they will have used all of the materials that they were given. Nothing is to be left over.

As the game begins, the "See(ers)" are invited in to see the object that was built. The "See(ers)" are allowed to look at it from as many angles as possible but they are not allowed to touch or move the object. Once they have inspected, they go and describe to the "Runners" what was built. (For example, there is a plastic cup taped upside down to a plate which is on top of a napkin.) The "Runner" then runs and tells the "Builders" what to build and how the object should look based on the information they received from the "See(ers)". "Builders" are permitted to ask questions to the "Runners" and the "Runners" can ask the "See(ers)" the same questions, but make sure "Builders" and "See(ers)" do not communicate during the building time. "See(ers)" can go back and look at the object as many times as they would like and speak to the "Runners" whenever they want.

30-45 minutes of time should be allotted for the building time and when the time is up, the final product of each team is compared to see who came the closest to the original structure.

Discussion Questions:
● Who do you think was the "captain" of your team?
● How did your team break up into the roles that you ended up having?
  ○ Was it based on skills that you already have?
  ○ Did it make a difference as to which role you had
● What were some of the ways your team was able to overcome the restrictions that the game had in place?
● What would have been some of the ways this game could have been more difficult to play?
● Who was more important, the "Me" or the Team?

Additional Notes for Bringing it Back to Camp:

Depending upon the number of people in each group you can make the "See(er)" group as large as you want and have a "whisper down the lane" type of issue. In addition, increasing the number of "Builders" usually makes for an interesting dynamic of teamwork.

APPENDIXES:

YONI MS 3 SEE RUN BUILD