

## CORNERSTONE 2018 RESOURCE

### Settlers of Israel

#### Specialty Track 3

<b>AUTHOR(S):</b>	Tomer Moked
<b>SUMMARY:</b>	Tools to use board games as a tool to tell a story about Israel in a social and fun way.
<b>TOPIC(S):</b>	Israeli Culture
<b>LEARNING OBJECTIVE:</b>	<ol style="list-style-type: none"> <li>1. Playing with your imagination educates about Israel outside of the box.</li> <li>2. Working with board games is creative and educational.</li> </ol>
<b>AUDIENCE:</b>	Ages 7 and up
<b>TIMING:</b>	90 minutes
<b>APPENDICES:</b>	Handout 1- Knesset Handout 2 - the envelopes
<b>MATERIALS NEEDED:</b>	30 pens 30 blank papers Large "Post it" board Board games: Catan, Monopoly, Clue, Pack of Taki Cards. (1 of each) Card games: 4 packs of playing cards. 8 dice 4 rolls of tape A dry spaghetti pack Kosher marshmallow pack blue and white. 20 Israel flag toothpick 4 envelopes speakers
<b>SET-UP DETAILS:</b>	Large room 4 tables A chair for each participant can be set around tables.

#### SESSION TIMELINE & OUTLINE:

##### **Opening activity: House of Cards - the Knesset. (20 min)**

Split the group to 4 different groups. Each group get a "House of Cards Kit": Deck of cards, Knesset Handout 2, a die, tape, 15 Spaghetti, and a blue marshmallow.

Ask participants to use as many tools they got in their Kit, to build a 3D model inspired by the Israeli Knesset - The Parliament house.

They will have 12 Minutes to build it with the tools they have, they should try to use all of them. Extra points for creativity, and using everything in the tool kit. When they are done let them present their models and choose a winner.

Quick Discussion:

1. What did you learn from this activity?
2. What was this program about?

### **Main Activity: Board Games Hack (45 min)**

Place a different game on each of 4 different tables: Catan, Monopoly, Clue, Pack of Taki Cards.  
Ask for experts: Ask the group if there is anyone who is an expert in one of those games.  
Allow the experts to take a place by the game. Allow the rest of the group to select a table they choose, as long as there is room. (You want to have even numbers around each table, so feel free to lead the placements).

If you do not have experts you can choose a volunteer to search online for instructions and teach everyone else. The session leader will also have a printed copy of the instructions on hand.  
Each team will have to hack the game and will try to see it through the lens of Israel.  
You also will get a secret envelope. The envelope will reveal the direction you need to take when hacking the game.  
You have 30 min for this mission!  
Let the groups start and walk around to give them more direction if needed.

### **Presentation: (15 min)**

Let each group present their new game and answer questions for 3-4 min.

### **Final discussion: (10 min)**

1. What is gaming and what are game for?
2. What narrative you create about Israel through the game?
3. What is important, what isn't important to you when you create a game? Why?
4. How can we bring it back to camp?

### **Closing Words - Specialty Track Israel unplugged (15 min)**

and time for questions...

### **ADDITIONAL NOTES FOR BRINGING IT BACK TO CAMP:**

You can do all of it or parts of it with your staff and CITs to create cool games to play.  
Plan in advance and ask your Program Director to help you produce a Board game you have created.  
Sometimes it's not too expensive to make it yourself in A&C.