

Theatre Specialty Track 1

AUTHOR(S):	Melissa Shaw
SUMMARY:	The basis of most theater work is rooted in trust, trust games, trusting your impulses, and trusting your scene partners. In this session, we will explore trust as a building-block in creating community and successful work on stage and ask if trust in one another can ever feel the same as <i>bitachon</i> (Trust in G-d). – Melissa Shaw
TOPIC(S):	Relationship building, Storytelling
LEARNING OBJECTIVE:	This will be a foundational session. If we are successful, then we will begin to build strong community, feel the power of “yes...and” thinking, and establish a first layer of unity.
AUDIENCE:	Fellows 18-22- For Camp 12+ Ideally 20-24 participants
TIMING:	90 minutes
APPENDICES:	N/A
MATERIALS NEEDED:	Sticky Chart Paper 1 pack of markers 20 pieces of scrap paper, Two blindfolds
SET-UP DETAILS:	This first class should take place in a large space with room to move and a circle of chairs for each participant plus one for the session leader.

SESSION TIMELINE & OUTLINE:

Welcome!

5 Minutes - Brief overview of the track and “why theater?” at camp, Jewishly, and beyond.

10 Minutes *Community Brit*- On a large piece of chart paper we will chart how we will agree to treat each other. Guiding question: What are the necessary elements of “Respect” (Kavod) in our work together at Cornerstone and beyond?

10 Minutes - *Name game*- “Name, Name, Name” We will create a community circle and one person will stand in the middle. The person in the middle must successfully say one person in our group’s name three times! The person whose name is being called has a chance to be “safe” from having to go into the middle in of the circle IF they can successfully say their name *once* before their name is called *three* times.

15 Minutes - *Story Circle*. As a group, fellows will remain standing in a circle and a volunteer will be asked to name a famous Matriarch or Patriarch from Torah (or scholar or rabbi, or philosopher!) Together they will improvise a new story, one line at a time -saying “yes...and” and working in agreement with all ideas presented by the cohort, trusting our community of fellows to find the flow.

15 minutes - *Three Headed Rabbi* - a game of wisdom delivered one-word-at-a-time!
In this silly, yet profound improv game, we will build upon the skills of agreement and advancement of the previous activity and apply it in smaller groups where we will listen to a the composite of a very wise Rabbi (made up of three people!) espouse wisdom by answering questions put to “them” by the entire group.

10 minutes - *Blind Drawing*- In groups of three, fellows will be asked to recreate a secret drawing. Each person in the group has a unique role. One person cannot speak and can only communicate non-verbally, one person must draw what they hear, and the final person is the translator between them.

15 minutes - *River Game*- A team-building scenario in which the entire population of your “village” must get across the rising river. This is a climate change, get-out-of-the-“Narrow Place”-type Emergency! Think high stakes! Using limited resources, and with a vulnerable population in tow, we will attempt to cross with our community intact. This is an on our feet activity that can leave no one behind and asks for us all to succeed together!

10 minutes - Debrief. Connections. Questions.