

CORNERSTONE 2022 RESOURCE

YOUR CAMPWIDE MAIN EVENTS

The “BIG” moments of Camp with more intention, content and “WOW”

Specialty Track

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SUMMARY:	From Color War / Maccabiah and carnivals to flagpole and mealtimes, we will share best practices, and learn ways to make our existing camp-wide experiences enriched with Jewish intention and excitement.
ABC GOALS:	<p>Affective: Participants will feel....</p> <ul style="list-style-type: none"> • Confident in one’s role and ability as an educator for a mass audience • Prepared to create, implement and adapt logistically complex experiences • Part of community - with a newfound network of “colleagues” to build, share and refine their skills. <p>Behavior: Participants will be able to...</p> <ul style="list-style-type: none"> • Create educationally sound and inclusive content for the “Big” events and intentional moments. • Create a large-scale vision and set a plan for implementation <p>Cognitive: Participants will know...</p> <ul style="list-style-type: none"> • How to see an educational theme implemented and to set achievable expectations. • The “nuts and bolts” of a “big” camp Event. • How to re-imagine conventional camp events to include more content
AUDIENCE:	Bunk counsellors, first time program coordinators, unit-heads. 20-30 participants. Flexible
TIMING:	Three sessions of 75 minutes each
APPENDICES:	<p>Craft to make page into a booklet</p> <p>Wheel of Middot</p> <p>Making Menches Periodic Table</p> <p>Colour War Info Document – Cornerstone 2022</p>

<p>MATERIALS NEEDED:</p>	<p>3 slips of paper per participant 100 sheets of paper 12 red bandanas 12 green bandanas 12 blue bandanas 100 Dixit Cards 4 Boxes Kosher Graham Crackers 4 Jars Marshmallow Fluff 2 small containers of blue sprinkles 2 small containers of red sprinkles 4 small jars of toothpicks 4 sets of icing sugar 4 packages of coloured markers 6 Poster boards 1 package of paper plates 1 pair of scissors for every 2 participants</p>
<p>SET-UP DETAILS:</p>	<p>Very large space – Room Speakers</p>

SESSION 1 TIMELINE

- 15 minutes. Welcome. Introduction. Picture fold game
- 10 minutes. 3 top criteria activity
- 30 minutes Nuts and Bolts
- 20 minutes Pick a moment and brainstorm / plan - share

SESSION 2 TIMELINE

- 25 minutes – Dixit game
- 10 minutes – Meal share
- 30 minutes - Meals on Wheels and Workshopping
- 10 minutes - Vote and plan Wednesday lunch

SESSION 3 TIMELINE

- 20 minutes “Morning Mingle” camp share
- 50 minutes – Track Color War
 - 8 minute breakout – Team cheer with content research and planning
 - 7 minute – Shoe Toss
 - 20 minutes plan Art / Music / Lip Sync / “Baking”
 - 15 minute presentations
- 5 minutes - Conclusion

SESSION 1 TIMELINE

- **15 minutes. Welcome. Introduction. Picture fold game**
 - Everyone is to receive a paper with a line drawn horizontally about 1/8 of the way down. They will have 30 seconds to draw anything they want in the top part of the page over the line. Emphasize that in this case quantity trumps quality. So draw as much of a picture as possible as opposed to spending the whole time on the intricacies of a rose petal.
 - After they complete the picture, they are to pass the paper to the person on their left. Under the line, that person must caption the drawing on that paper. They then fold over the paper so the original picture is no longer visible but the caption is and then pass it again to the left. The new owner of the paper must now draw a line under the caption and then draw the picture that suits the caption. This is repeated twice more until there is a 4th caption.
 - Then everyone shuffles their position around the circle so it's no longer clear who has who's original. Everyone then takes a turn reading out their final caption and everyone needs to try and guess in their minds who has their original. Then everyone has to actually seek out their original and share what happened to their original with a partner. Take a couple of volunteers to share out loud with everyone what happened to their original.
 - Explain that this is all about management of expectations. We are all coming here with an idea of what we can get out of this and what we already know. Use this opportunity to keep an open mind.

- **10 minutes. 3 top criteria activity**
 - Think about the "Big moments" - the large-scale events. What are the top three components to consider / include in running a large-scale event. Write the three things on three slips of paper. Participants then walk around and share their list with each other and they have the option to trade / replace until they get the three that they are the most confident with. Now let's see where your list comes up in the nuts and bolts.

- **30 minutes Nuts and Bolts – STEPPP**
 - Prepare and display 5 poster boards with the following headings
 - **ST** - Staff & Stuff (Resources - human and physical)
 - **E.** - Educational (Educational goals - Considering age ranges)
 - **P** - Preparation - What has to happen before go-time
 - **P** - Participation - What will everyone be doing? What is everyone's level of involvement
 - **P** - Promotion – How will people get excited about it? How will people remember it
 - Participants are to write down their thoughts to what to consider - ideas, thoughts, comments that should be included in each category. Write them on post it notes and then post them on the poster.
 - Distribute the paper to make the "booklet"
 - Front Page write 5 Easy STEPPPs to running a "big event"
 - Inside write a heading on each page - participants go on a "gallery walk" and compile the notes that they want to write down in their own "book"

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- 20 minutes Pick a moment and brainstorm / plan - share
 - Display around the room signs:
 - Opening Day
 - Flagpole / Mifkad
 - Sports Tournament
 - Comic Con / Superhero convention / Theme party
 - Relay Activity Race (Apache)
 - If you could attend any one of these events, stand by the sign you'd want to go to. (Make sure each group has at least 3 participants there – if needed encourage people to move to balance the groups)
 - Using the new “toolkit” in your back pocket create a new plan for the event with the group you're with
 - If there is time, present it to the group

SESSION 2 TIMELINE

- 25 minutes – Dixit game
 - In groups of 4 or 5 - Distribute Dixit Cards.
 - 5 cards per person. Each group also gets 5 slips of paper face down. The five slips read
 - a) Havdalah
 - b) Capture the Flag
 - c) Bonfire
 - d) Parade
 - e) Closing day - Banquet

A person in the group is selected to be the judge - chooses a slip and reads it out. Each person in the group - EXCLUDING the judge is to choose a card from their hand that best suits that slip title. Each person then takes a turn explaining why their card is the best fit for the title – as an inspired new way to do that program. The judge then decides which the best fit is and they get a point (like apples to apples) - The chosen program title is discarded and the next title is selected

- It's ok – and even a good idea to reset your thinking on age-old programs
- 10 minutes – Meal share
 - Meals are the ultimate and universal “camp wide Big moment” - they're in large groups – they're consistent and it's often an untapped educational opportunity.
 - Groups of 4 – Do a mealtime share. What does your camp do during meals other than eat? Is there anything that makes one meal different from another? Are there meals during the summer that stand out for special programming/experiences?
- 30 minutes - Meals on Wheels and Workshopping
 - Send everyone the Periodic table to their phones for reference
 - Participants in the same groups will now have a chance to create new mealtime experiences that will teach the various middot on the periodic table.

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- Using the “wheel” - The first group will get a “value” - they can take it or pass it – if they pass it goes on the public board (write it on a poster board) - Group 1 can pass up to two times. On the third time they must take it or use one of the previous 2.
- Group 2 can spin and take what they get or any of the discarded – also 3 spins max
- Repeat until every group has a value - Then each group must create a “mealtime” experience that satisfies the teaching of the value they selected.
- Present it to the big group when ready. It CANNOT be something your camp already does!
- **10 minutes - Vote and plan Wednesday lunch**
 - After the presentation / workshopping – one of them is voted on to for us as a track to prepare for the whole Cornerstone conference the following day at lunch!

SESSION 3 TIMELINE

- **20 minutes “Morning Mingle” camp share**
 - One of the greatest thing about a summer camp conference is that you get to meet people from other camps who do the same things you do, but perhaps in different ways. To not have the “hey, how does your camp do....” conversation before we leave would be a travesty.
 - Groups of 4-5 (no two people in the same group should be from the same camp) - Discuss how their camp does _____ - every 4 minutes change topics
 - Kabbalat shabbat (Campwide-Shabbat in general)
 - Carnival
 - Song & Dance times
 - Color War
- **50 minutes – Track Color War**
 - **8 minute breakout – Team cheer with content research and planning**
 - Break out color war at the end of the color war mingle. toss out bandanas of different colors. Those are the teams.
 - Provide the team info page. Let give each team a few minutes to review their content and prepare cheers. Do a cheer-off

See attachment for full content information

COLOR WAR - Cornerstone 2022

Team	Theme
Red	Team Heroes - Abraham the Patriarch & Golda Meir Mitzvah – <i>Tzedaka</i> / Charity
Green	Team Heroes - Queen Esther & Eli Wiesel Mitzvah – <i>Kibud Horim</i> / Honouring one’s parents
Blue	Team Heroes - Moses & Ruth Bader Ginsburg Mitzvah – Mitzvah – <i>V’Ahavta L’Reiacha Kamocho</i> / Love Your Neighbor as Yourself

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- 7 minute – Shoe Toss
 - Each team sends two competitors to the shoe toss challenge
 - They removed their shoes and give place them on the floor. In order to use one shoe they must say a fact about their team's content. Any fact. Then they take the shoe (so they get to do this twice, one for each of their shoes) and from a distance, must throw their shoe and have it land on a table about 10 –12 feet away. After each player does this, the most shoes on the table at the end win. (Every team gets 4 chances – 2 players, 2 shoes each.)

- 20 minutes plan Art / Music / Lip Sync / “Baking”
 - Each team must prepare each of the following challenges for presentation – and use their team content to create their projects:

EMPHASIZE THAT THE CONTENT FOR THE PURPOSE OF A 30 MINUTE COLOUR WAR IS PURELY TOKEN. IN A FULL CW EXPERIENCE THERE MAY BE DIFFERENT EXPECTATIONS. LOOK AT THE CONTENT BUT DON'T OVERTHINK IT FOR THE PURPOSE OF THIS EXERCISE

PROJECTS FOR COLOUR WAR

<u>Theme Song</u>	<u>Visual Arts</u>
Write and teach a theme song to the team to perform. *Suggestion to use a medium paced popular / well known song to rewrite the words to, so everyone will be familiar with the tune.	Create a masterpiece in the spirit of your theme. Poste board and makers provided – but you can use anything else you find.
<u>Lip Sync Show</u>	<u>Baking</u>

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Choreograph and perform a song. Bonus points for references (Visual or lyrical to your team theme)

Only have time for 1 minute of each song.

Pick the part of the song you want to perform

Create a visual representation of your theme using the edible supplies provided.

Graham crackers. marshmallow fluff.

Sprinkles . Toothpicks Icingsugar

- 15 minute presentations
 - Much Like Who's line is it Anyway – everything is made up and the points don't matter – but yes, I'm the judge.
- 5 minutes – Conclusion
 - It's now your turn to be the power behind the moments. You're now not only the one coordinating the “nuts and bolts” but empowered to add on the paint and glitter to make it look more than a pile of nuts and bolts