

Ma Rabu: A Series of Wonder-ful Team-Based Challenges

AUTHOR(S): Bradley Epstein, Brett Gurwitz, Daniel Shore, Josh Friedman

SUMMARY: In this session we will experience a variety of interactive team-based games that are competitive, collaborative, and will fill us with wonder.

GOALS:

Participants will feel....

- Like they are part of something bigger than themselves
- More connected to their peers
- Validated in their contributions to team efforts

Participants will be able to...

- Bring new team-building experiences back to camp
- Adapt, problem-solve, and make decisions in a team context

Participants will know...

- Skills that are valuable to team-based activities
- Success happens along the way
- New activities that can develop connectedness

AUDIENCE: All ages and group sizes

TIMING: 75 minutes

MATERIALS:

- *Middot* puzzle pieces ([link](#))
- 4 Rebus Puzzle Worksheet ([link](#))
- 4 Making Mensches Periodic Table printout ([link](#))
- Large Box for prizes
- 3 folding tables
- 2 foam blocks
- 2 rolls of blue tape
- 20 cardboard sheets
- 1 comic book
- 5 money boxes
- 1 Jenga set
- 2 rolling pins
- Several sticks
- Marble set
- Wide mouth funnel
- Wall of fun.

SET-UP: Large space with lots of room for movement. Benches for teams to sit on together if possible.



CORNERSTONE 2023 RESOURCE

SESSION TIMELINE

- 00:00-00:15 – Welcome, Intros and Icebreaker to Form Teams
- 00:15-00:70 – Team Based Challenges
- 00:70-00:75 – Closing Reflection and Celebration

SESSION OUTLINE

00:00-00:15 – Welcome, Intros and Icebreaker to Form Teams

Before participants arrive, scatter *middot* puzzle pieces (there are 8 different *middot*) on the floor around the room. Make sure each *midah* is from a different column of the Making Menschens periodic table.

As participants arrive, welcome them with enthusiasm and ask them to please stand next to a value on the ground. One *midah* per person (so if someone is already next to it, please stand next to another one)

Ask participants to pick up the card they are standing next to and start moving around the space while acting out the *midah* (without speaking). Look for other people acting out the same *midah*. Continue until everyone finds their entire team.

Once everyone has found their team, ask them to sit down together.

Have each team send a couple of team members to pick up their remaining *middot* puzzle pieces from around the room. Once they have all their pieces, have them place them aside as they will need them later.

Ask participants to take five minutes to come up with a team name, simple cheer, and official team pose that represents their team *midah*. Have each team share their team names, cheers, and poses

00:15-00:70 – Team Based Challenges

Notice Round – Quick Change: 00:15-00:25

The facilitator shouts out a *midah*. The team with that *midah* remains silent and does not strike a pose.

The other 7 teams confer for 20 seconds to try to remember the pose that team shared earlier and then when the facilitator shouts “STRIKE A POSE!” strike the pose that they believe to be the focal team’s pose (**participants cannot change their pose once it’s struck**). This challenge was unbeknownst to them when they were watching groups share their poses—did they really notice the other poses??)

The focal *midah* group decides which team(s) best replicated their pose the best and points are awarded based on this.

Based on their point total all teams will get to select an item from the prize box. (Everyone gets an item. Points determine the order in which they get to choose it.)

Wonder Round – 00:25-00:50

Whose Midah is it anyways?: Each team takes a few minutes to create one short skit that represents their team *midah* using the item they selected from the prize box at the end of the previous round. Teams receive points for each skit and receive an item from the prize box. (Everyone gets an item. Points determine the order in which they get to choose it.)

Once each team has received their new item, it is time to combine teams! Ask participants to use the Making Menschies periodic table to find the team with the middah in the column adjacent to theirs. Please keep in mind that this must be true for all 8 teams. After this is complete, we have gone from 8 to 4 teams.

Final Wonder Challenge – Each team has 5 minutes to complete two challenges simultaneously. Some of your team will plan for “**Whose Middot are they anyways?**” and be asked to plan a skit that represents both middah and includes all their combined items from the prize box. Other team members will work together to complete the **rebus puzzle** sheet. At the end of the five minutes, rebus puzzle sheets will be turned in to be scored while each team performs their quick middot skit. Teams will receive points for their rebus puzzle and skit completion. Based on their point total, all teams will get to select an item from the prize box. (Everyone gets an item. Points determine the order in which they get to choose it.)

Amazement Round – 00:50-00:70

Congratulate teams on all the challenges accomplished to this point. Ask teams to please take out their middot puzzle pieces they gathered earlier. Say, “If you were to complete your puzzle earlier when there were 8 teams your puzzle would have been incomplete. The team you just joined forces with has the puzzle pieces you need. Please take a few to complete your puzzle together.”

Once each puzzle is complete teams will see certain items (all of which were in the prize box) arranged to make a structure. These items may match the items they already have OR may be items other teams have. Participants must work together to trade items with other teams to ensure they have all the items seen on their completed puzzle. Participants cannot just take items from other teams. They must trade them.

Once teams have all of their items, they should work in their team to use the items to build exactly what they see on their puzzle in their designated area.

Once teams have completed building the structures seen on their puzzle, they will be informed that if they were to put their 4 puzzles together, they will find that all of their structures connect.
Hint: The order the structures go in is based on the Making Menschies periodic table.

All four teams work together to connect their structures to form Ma Rube Goldberg Machine.

00:70-00:75 – Closing Reflection and Celebration

Celebrate the group's success and debrief the experience. Remind that success happens along the way!

BRINGING IT TO YOUR CAMP

Make it your own! Use *middot* that resonate with you and your camp community! Feel free to create your own Ma Rube Goldberg machine using supplies from around camp.