בס"ד

Chayolei Tzivos Hashem
Handbook Series

Handbook

THE GAME GUY

2. Trust Game-Kabolos Ol

Equipment: a blindfold, pack of plastic cups

Soldiers trust and have confidence in their leader because the leader sees the whole picture and knows what's best for the mission. A soldier will ONLY do what the leader commands him to do. Doing this will enable him to reach his goal and win the battle!

1. Blindfold one soldier who will leave the room.

2. Meanwhile, comrades should set up a maze using cups.

3. Choose a leader who will verbally direct his friend through the maze. Clear and detailed instruction must be given for every step of the way.

4. If the soldier doesn't adhere to his leaders command and a cup is knocked down, the soldier must sit down-he hasn't completely trusted his leader with the mission.

5. Once again, set up the maze and the challenge begins again with a new soldier.

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Introduction

Mazal Tov!

You've been elected as Game Guy of your unit. Your job is special because you are in charge of fun and excitement: the games, and that's what everybody likes best. You're the one to set the tone for each Chayolei Tzivos Hashem Melave Malka by starting off with an Ice- breaker.

What is an Ice-breaker? Well, Ice-breakers are quick, fun, easy-to-do activities that are usually done at the very beginning of a gathering or meeting. The point of ice-breakers is to get people to mix, to warm up, and become more comfortable with one another. To get to know each other, so that they can work together as a team.

The Game Plan

It is very important to begin each Melave Malka with a game because a Chayol is fully alive when he is at play and is, therefore, open to learning and experiencing new things. Only after having warmed up is he able to fully appreciate and absorb all the things he will learn and do at each meeting.

Imagine this: it's Motzei Shabbos. One by one, eight Chayolim from different schools trickle into the meeting. They begin lounging around, one picking up a book, another a Kfar Chabad or Beis Moshiach magazine, and not much really happens. Eventually, everyone comes together at the table for the meeting. Pretty boring, huh?

Instead, we begin each unit meeting - even before everyone has arrived by playing a game. We want the Chayolim to

General _____says…

- Salute!
- March!
- Freeze!
- Jump high in the air!
- Crawl on your stomach!
- Make a tumble sauce!
- Sit straight without moving!
- Duck!
- At ease!
- Push-ups!
- Tap your toes
- Spin around!
- Touch your toes!
- Sit down!
- Roll over!
- Hands behind your back!
- Clap!
- Hop on your right foot!
- Stamp your feet!
- Sit ups!
- Kiss your Tzitzis!
- Say the possuk of Shema!
- Hug the friend near you!
- Run and kiss the mezuzah!
- Say a Bracha and eat something from the table!
- Bentch out loud!
- Say Kapitel Chof nice and clear!
- Say all the Aleph Beis!
- Sing a niggun!
- Say a line of Tanya!
- Say a passuk in Chumash!
- **Shout:** We want Moshiach now!

@ Everyone agrees to help clean up after the game, if necessary.

@ From time to time, you may have to politely remind a fellow Chayol about one or more parts of the "agreement."

You Can Do It!

The bottom line is that when you have done your job well, every Chayol in your unit will have a great time together, remembering it for a long time. Have a blast!!!

1. General _____ Says

Goals: to listen; to follow commands without asking

Directions:

1. Ask all the soldiers to stand up. Tell them that they are to act out everything that the general says to do. They are not to act out any command given that is not preceded by "General says."

2. The general giving the commands will say such things as "general says take two steps forward," "General says clap your hands three times," "general says act like an old man," "general says wave to a friend," and so on.

3. Whenever a soldier carries out a command that is not preceded by "general says," that soldier is eliminated and must sit down.

4. The remaining soldiers continue until only one, the winner, is left standing.

walk right into the action, which heightens as more Chayolim arrive. Finally, when your entire unit has arrived, and everyone has played together, we have one solid unit who are excited and on the roll. Your unit is now working together, and ready to sit down and accomplish great things.

Getting Started

The first and most important thing about your job is to be prepared. This takes lots of work during the week before each meeting. However, you cannot expect your unit to respect you, listen to you, and understand you if you just get up there and start reading the rules of a game you've never played before. If you're not prepared, your fellow Chayolim will sense this right away.

To help you better understand what exactly you must prepare, let's break it down into 4 steps:

1. **Read:** The first thing to do is to carefully read through the game several times so that you will have a clear understanding of how to play, and what the rules are.

2. **Get Equipped:** Make sure you have all the supplies you need early enough so that you have plenty of time to practice with them.

3. **Practice Playing:** The best way to find out if you know how to make the game work is to practice playing it with friends and family. You might have to try it a few times to make sure you get it right.

4. **Practice Teaching:** During the week you will have to spend time thinking about the game and making a plan of

how you can best teach and explain it to your unit. Of course, practice makes perfect so it really helps to actually practice teaching the game.

Now that you have spent the time preparing, not only can you expect everyone to enjoy listening to you explain the game, they will probably enjoy playing the game itself and have a great time. The game will come to life!

At the Meeting

In order to ensure a successful game, here are some important guidelines for the night of the Melave Malka:

1. Be Ahead: Be sure to arrive at the Melave Malka early. Remember, your part of the meeting starts as soon as Chayolim begin to arrive. If you get there about 10-15 minutes before the meeting is called for, that should give enough time to find a good place to play, set up, and be ready to roll when the first Chayolim arrive.

2. Where to Play: When you get to the melave malka, the first thing you'll do (after wishing your hosts "Gut Voch") is to find the right location for the game. Ask your host to please help you with this. Some of the games, especially those that include a race from one point to another, will need more space. You may want to consider using a wide hallway (like an apartment building hallway) or a basement instead of the living room. Always check with your host to make sure it's okay and that you won't be disturbing any neighbors.

3. When to Start: As soon as 3 or 4 Chayolim have arrived, you should begin to play. Most of the games in this handbook can be played in two ways: with everyone as one group, or with two teams as a race/competition. That's when the fun really starts! Therefore, once your entire unit is present, divide into teams and be sure to play at least two more times (depending on the time).

Note: when you split into teams, be sure that no one is left out. Rotate Chayolim if you have to.

4. Safety: Because you want the fun to be safe fun, it is very important that you play in a safe area and that everyone does as well. This will make sure that nobody gets physically hurt, chas v'sholom. There is another type of safety that is easy to forget: it's called emotional safety, and is just as important as physical safety. Emotional safety means making sure not to hurt anyone's feelings. Sometimes, being embarrassed or feeling left out can hurt even more than banging your knee.

Extra Pointers

To help make it a safer game, it is smart to establish an "agreement" in your unit about playing before starting the game:

- No making fun of others or yourself.
- No making fun of the game ("uch, it's a stupid game").
- Everyone agrees to be responsible for each other's safety.
- Everyone agrees to play in a way that includes other unit members.
- If any activity does not feel "right" for you, it is okay simply to watch.
- It is okay to ask about a rule if you are not clear.