

שם הפעולה | **Program Name:** Yom "Who Killed Judah Maccabee"?

סוג הפעולה | **Type of Program:** Yom Meyuchad

מספר המשתתפים | **Number of Participants:** Whole aidah

תאריך הפעולה | **Date:** 6/29/2016

זמן הפעולה | **Time:** Whole Day

מקום הפעולה | **Preferred Location(s):**

**Morning:** Moadon, Vball court, Ohel Yitzhak, The Pit, Softball Field, Mirpeset 26-27, The Point, Beito, The Marp (inside or outside building)

**Afternoon:**

**Peulot Erev:** soccer field

האם יש צורך בעזרה על ידי מדריך מקצועי, מורה, או חבר צוות אחר מחוץ לעדה או צוות שלך?

**Other Staff Members Needed**

N/A

ציוד | **Supplies Needed**

(Please specify size, color, quantity, and the Rosh Anaf to which it belongs if applicable)

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**K.V.D. (פעולת ערב not for)**

**K:** What you want campers to **Know** or learn from the program

understand the Jewish ethics behind creating a better world, and armed struggle (starting a revolution or a non-violent movement)

**V:** Jewish **Values** explored through this program

Human, Jewish values about protesting, courage (Ometz lev), willpower (Gevurah), Pursuing peace (Rodev Shalom)

**D:** How do you want this program to manifest in camper behavior/ action **Doing** after the program has been experienced

Doing: Be able to go home and work for their own causes, be passionate and able to stand up for what they believe in

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**מטרה עברית | Hebrew Objective**

(Pick one Hebrew word that the צוות will use only בעברית for the entire פעולה)

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**תכנית | Plan**

Yom Who Killed Judah Maccabee?

**WHOLE DAY DRESSED LIKE ROMANS/GREEKS**

Morning:

~Murder Mystery:

-Who killed Judah Maccabee and with what? (CLUE) (find a murder mystery online, scavenger hunt maybe, show videos of people at camp and what they heard about the murder, where they were at the night of the murder)

Gather in the Moadon ("Home base") and the campers will be split into 6 teams. They will be playing a real life game of Clue involving people, places, and 'weapons' from places around camp. The goal of the game is to find out who killed Judah Maccabee and using the rules of clue, we will be finding out which person is responsible, in which building it happened, and using what weapon. Before the game begins, we will pick three cards (a person, a place, and a weapon) that will be set aside in a confidential envelope that holds the cards that solve the mystery. The remaining 18 cards will be mixed together and randomly distributed to the teams (predetermined). Each team will get three of the random cards.

All groups will start in the Moadon and receive their cards and a die. Each number on the die will be activities they must do as they are going from one location to the next (i.e leap frog, crawl, skip, etc). The die is rolled and the campers will travel to a building of their choice to make a guess. Keep in mind that whichever building the campers go to is the building they must guess the crime took place in. For example, if they go to the Ohel Ytzhak, they must guess that the murder took place in the Ohel Ytzhak, but then they can guess any weapon or person that they want.

Once they arrive at the building they must then complete a task. Once they complete the task they guess the building (which is the one they're in), **ONE** weapon and **ONE** person that they think killed Judah Maccabee. MAKE SURE THE CAMPERS ASK ABOUT A WEAPON/PERSON OF ANOTHER SPECIFIC GROUP. They can't just ask the counselor generally about a weapon or person. Rather they must say "We think Eleazar the Maccabee killed Judah with a spear on the softball field and we're asking 'Group 2'". Then, the counselor with the master guide will look at Group 2's cards and if that specific group has one of those three things the campers just guessed, the counselor will say ONE of them (i.e. Group 2 has the spear). If none of the things they guessed are correct then the group may ask another group about the same three cards. They can ask a maximum of three groups. However, if a clue is revealed to them they can now cross off that specific place/person/item because they know it is not in the confidential envelope with the answers (because another group is holding onto that card). Campers may return to a specific building multiple times as long as they've visited a different building in between. They still must complete that building's task again.

Once a team believes they know which person/place/weapon was involved in the murder of Judah, they can return to the Moadon to read their guess to Daniel. If they're correct they win the game but the rest of the teams will continue playing. If they are wrong, we will tell them that they have SOMETHING incorrect. We will not tell them if it is a building, person or weapon, or any specifics. If they have multiple things incorrect, we will tell them how many are incorrect. \*\*Every team can only check in **ONCE** with us.\*\*

**The game was fairly complicated and some of the counselors did not fully understand the rules and instructions of the game so we should have made sure that all the counselors fully understand the game** EVERY TEAM MUST BE IN THE MOADON BY 1:00 Even if one team has already won, every team will gather and state what their final guesses were. If there is a group that has already won, they will reveal their guess last. However, if no team has won yet, then we will reveal the correct answer after every group has guessed. The answer will be held in the CONFIDENTIAL envelope.

## 6 Suspects:

**Matityahu Maccabee (Jewish high priest):** Father of Judah and the rest of the Maccabees

**Eleazar the Maccabee:** The younger brother of Judah Maccabee; a known zealous who even murdered an elephant

**Jonathan the Maccabee:** The youngest brother of Judah Maccabee; he served as Judah's right hand man when Judah became the leader in the rebellion

**Yochanan the Maccabee:** The oldest son of Matityahu and one of the main leaders of the revolt

**Antiochus IV:** Hellenistic Greek king who persecuted the Jews and caused Hannukkah

**Simon the Maccabee:** The second son of Matityahu; conquered the cities of Beth-zur and Joppa and then elected the leader by the people assembled at Jerusalem

## 6 "Weapons":

Spear, Sword, Latke poison, Fire by oil spill, Dreidel land mine, Crushed by giant menorah

## 9 Locations:

Moadon, Vball court, Ohel Yitzhak, The Pit, Softball Field, Mirpeset 26-27, The Point, Beito, The Marp

**3 CORRECT ANSWERS:** Judah Maccabee was killed by Matityahu in The Pit with Latke poison

## Die Movements:

1: skip

2: leap frog

3: crawl

4: walk backwards

5: dance!

6. hold hands (the entire team must be connected.)

**Most campers were not interested in doing the different die movements when moving from place to place.**

## Task for Locations:

Moadon: Answer riddle

Question: Name four days of the week that start with the letter "t"?

Answer: Tuesday, Thursday, Today, Tomorrow

Volleyball Court: Build a sand castle

Ohel Yitzhak: Human knot

The Pit: Make a human pyramid and sing the Shoafim song

Softball Field: Run around the bases once forward, once backwards!

Mirpeset 26-27: Sing *Friend Like Me* and *Arabian Nights* in Hebrew and with the dance

The Point: Be completely silent for one minute (Every time someone makes a noise, add on 10 seconds!)

Beito: Play a game of telephone!

The Marp: rock paper scissors tournament

Afternoon: The People v. The Maccabees Trial

## Plan:

- -Introduce the trial and the groups and split off by group for 30 mins
- Hanukkah, an eight-day commemoration of a miracle during a siege of Jerusalem, celebrates the reconsecration of the Jerusalem Temple after its desecration by the Greek king Antiochus IV, in 167 BCE. His profane acts galvanized the Jewish people in the region to rise up against Greek rule. Ancient literary sources claim that the Maccabees, a band of five brothers under the leadership of Judah “the Hammer,” guided “the small, untrained Jewish fighters” to victory over Greek imperial armies.
- Have the groups begin discussing these main questions (5-10 minutes):
  - When is violence in the name of freedom ever okay?
  - What does it mean to be a “modern day Maccabee”?
- Once discussion is finished begin prepping for the trial based on group (20-25 minutes)
  - Judges (Staff)
    - They interpret the law, assess the evidence presented, and control how hearings and trials unfold in their courtrooms. Most important of all, judges are impartial decision-makers in the pursuit of justice.
    - Think about/discuss these questions:
      - How do we impact the outcome?
      - What must we do in order to lead a fair and just trial?
      - What is our main goal/objective?
      - Do we have any preconceived biases towards/against either of the groups?
    - Focus on overview story of the Maccabees
  - Jury (12)
    - The jurors are charged with the responsibility of decided whether, on the facts of the case, a person is guilty or not guilty of the offense for which he or she has been charged. The 12 members must come to unanimous decision for the Maccabees’ fate.
    - What does it mean to be a member of the jury?
    - What do you know about the story already?
    - What about the story makes it difficult to be impartial?
    - Since you already know the story, how do you come into the trial from an impartial mindset?
    - How can you work together to come up with a unanimous decision? Do you think it will be easy to make the final decision?
    - How do you feel going into the trial knowing that you all must have to agree on the final verdict?
    - Focus on overview story of the Maccabees
  - Prosecution Team (10)
    - Prosecutors are lawyers whose job it is to represent the People against a person or persons charged with violating criminal laws. Attempting to prove that the Maccabees’ violent uprising in the name of freedom was criminal activity.
    - Formulate opening statement

- Clearly state argument for why the Maccabees' violent uprising should be considered criminal activity
    - When is violence in the name of freedom ever okay/ Is it ever okay?
    - Present alternative rebellion actions (Ex. non-violent protests)
    - Use factual evidence from the Hannukah story
  - Once arguments are clearly defined, collaborate with prosecution witness group in order to gain first person testimonies
  - Think about the opposing argument and how to counter it
- Prosecution Witnesses (10)
  - A witness who is brought into the court in order to provide first person testimony which supports the prosecution's overall case.
  - What would your character say about using violence in the name of justice?
  - How does their story/actions support your argument?
  - *Have them discuss different figures and groups throughout history (Jewish or non-Jewish) that would support their group's argument*
    - Examples: MLK, Ghandi, Muhammad Ali (non-violent protest against Vietnam war), Joshua (surrounds Jericho but doesn't fight it)
    - *When testifying campers do not have to speak from direct quotations but as if they were that figure/group*
  - Be able to bring forth 3-4 witnesses and collaborate with prosecution team
- Defense Team (10)
  - A defense attorney is an advocate for the accused, charged with protecting his/her client's interests and making sure the law works as it should. Defending the Maccabees' violent uprising as a necessary action and not criminal activity.
  - Formulate opening statement
    - Clearly state argument for why the Maccabees' violent uprising was a just and necessary action, not criminal activity
    - When is violence in the name of freedom ever okay?
  - Once arguments are clearly defined, collaborate with defense witness group in order to gain first person testimonies
  - Use factual evidence from the Hannukah story
  - Think about the opposing argument and how to counter it
- Defense Team Witnesses (10)
  - A witness who is brought into the court in order to provide first person testimony which supports the defense's overall case.
  - What would your character say about using violence in the name of justice?
  - How does their story/actions support your argument?
  - *Have them discuss different figures and groups throughout history (Jewish or non-Jewish) that would support their group's argument*
    - Examples: Etzel (The National Military Organization in the Land of Israel. Responsible for bombing of King David Hotel on 7/22/1946 and Deir Yassan Massacre on 4/9/1948) and Lehi (Fighters for Freedom of Israel. Also responsible for Deir Yassan Massacre), Malcom X, ISIS, The Maccabees (Judah specifically)

- *When testifying campers do not have to speak from direct quotations but as if they were that figure/group*
  - Be able to bring forth 3-4 witnesses and collaborate with defense team
- Reporters (6)
  - They are responsible for producing a complete, accurate, and secure legal transcript of courtroom proceedings, witness testimonies, and depositions. Must be very attentive during the trial so they can help the jury and judges examine the facts and arguments
  - What does the story have to do with perspective?
  - What about your perspective shapes the way you view the story?
  - What would the story look like from the Greek perspective?
  - What do you know about the story already?
  - What about the story makes it difficult to be impartial?
  - Since you already know the story, how do you come into the trial from an impartial mindset?
  - Focus on overview of the story of the Maccabees

The trial was amazing. The campers took the trial very seriously and really got into their roles. The total peulot took about two hours which was a lot for them so towards the end of the trial there were a lot more side-conversions and less focus from the majority. Maybe we should have split the preparation part and actual trial into two different activities. This would have given them ample time to prepare and act out the trial and hopefully complete focus for the entire duration of the activity.

### **Peulot Erev:**

Fort Knox: Greeks vs. Jews

1. An area is divided into 4 equal zones (2 zones per team). A team is assigned to each zone.
2. Each team will have a tower built with 5-6 pieces and in the middle of the tower will be a bin of 5 dodgeballs. The tower is surrounded by a safe zone in the back corner of the team's zone.
3. The goal of the game is to have as many of the other team's dodgeballs as possible by the end of it all. The game can be as long as necessary. To get dodgeballs from other teams, players must run into the opposing teams' zones, avoid being tagged, and get into the back corner zone of the opposing teams. Once in the back corner, the players cannot get tagged by the team that runs that fourth of the area. The players must then time it right to sprint back to their zone with the opposing team's dodgeballs. A player can only take one dodgeball at a time from the opposing team's zone. Because once out of the safe zone they can be retagged until they are in their team's zone. If retagged in that team's zone they must return the dodgeball to that team's safe zone.
4. If a player is tagged in an opposing team's zone, they must freeze in the spot and if they are on their way out of the team's safe zone (with a dodgeball) they must hand the dodgeball to an opposing team member who will place it back in their bin. In order for the person to unfreeze, two players from their

team must link arms with them and walk them back to their team area. Once the player is linked with two people, they cannot be retagged on their way back to their zone

**Counselors:**

- Although cones will divide the four zones, counselors MUST be attentive during the peulat erev and must watch for cheaters in order for this game to be successful. A few counselors will be covering the borders between the teams, as well as the entire area's perimeter. There will also be cones along the perimeter because kids cannot go past certain boundaries.

Some campers switched teams on their own which created an unbalance of numbers for the game and that caused a lot of the problems. One team had a large advantage over the other because they had more people. This led to a lot of cheating and chaos during the program and it did not turn out how we envisioned.

Overall this was a very educational and fun yom meyuchad. The campers really showcased their intellectual capabilities during the trial but had a tough time following all the rules of Fort Knox. We think the main thing to change from this day is to split up the trial part in two. Possibly the preparation part would be in the morning and the trial will be the afternoon activity. We think this will maximize engagement from the campers.