

Idea Bank (Don't Panic!)

Treasure hunt	Draw stereotypes	Name that tune
Newspaper triggers	Expectation games	Lawn games
Tiyul	Board games	Four corners
Poster making	Group storytelling	Video triggers
Cartoon stories	Paper mache	Photo collages
Advertising	Music appreciation	Smells and tastes
Storytelling	Bingo	Name that tune
Bazaar ("shuk")	Puzzles	Lawn games
Museum visit	Crosswords	Write a radio show
Write group diary	Create exhibits	Word games
Make up a language	Meet other groups	Murder mysteries
Social barometer	Social action letter	Fake archeology
Debate	Impromptu orchestra	Costume party
Puppet theater	Rikudei Am	Group murals
Slide show	Role plays	Stargazing
Street surveys	Mock trial	Simulation games
Indoor ball games	Paper bag dramatics	Campfire
Charity drive	Drama games	Photo contest
Ice breakers	Multimedia shows	Songwriting
Indoor Olympics	T-shirt making	Quiz bowl
Baking and cooking	Write TV show	Object auction
Game shows	Make collages	Values auction
Environmental action	Produce a play	Demonstration
Group video project	Tell jokes	Flag making
Gamadim	"Gotcha" games	Asefa
Wax museum	New games	Imaginary tiyul
Parachute games	Human bingo	Shira
Family trees	Gibberish	Outdoor cooking
Questionnaires	Four corners	Architecture
Wooden block games	Video triggers	Fair
Personal stories	Photo collages	Poetry appreciation
Rubber stamps	Smells and tastes	Station games
Group body games	Name that tune	Experience diaries
Israel ice cream map	Lawn games	XY games
Values clarification	Name that tune	Chair games
Hebrisms	Make up games	Israel map games

A Short Guide to the “Don’t Panic” List

The list is deliberately presented in random order. It is not a complete catalogue of all possible implementations, but only a varied selection intended for browsing.

Some differences between related implementations:

Drama games are short require a dramatic exercises designed to loosen up the group and improve communication skills.	Simulation games involve placing an entire group in an imaginary situation.	Role plays small number of Chanichim to “become” certain people—one kind of drama game.
Producing a play implies all the details, from selling tickets to building scenery-- and many rehearsals!	Dramatic readings can be texts from stories or plays, or even entire plays, but require less preparation	
Storytelling means it was written by Shalom Aleichem, or Mark Twain.	Personal stories means it happened to you.	
Make up a language that you can actually communicate in.	Gibberish does not allow the conveyance of information, only emotion.	

Some implementations you may not have heard of:

- **Ash Lailah** – Hebrew abbreviation for “night field maneuvers”. A sort of paramilitary Tiyul. Very effective for Palmach simulation games.
- **Cartoon stories** – Clip cartoons, leaving out the captions. The Chanichim make up stories to fit them.
- **Advertising** – Real ads for camp events, or fake ones for the parting of the Red Sea, the landing of the “Exodus”, etc.
- **Murder mysteries** – Why not have the suspects be great Zionist thinkers? Or have the victim be Uriah the Hittite (husband of Batsheva)?
- **Fake archaeology** – A rainy day favorite. It’s amazing what “relics” you can hide in the Beit Am.
- **Write a group diary** – One entry each time the kvutzah meets. To be read aloud at the final party.

- **Gamadim** – what our non-Jewish brethren refer to as “Secret Santa”. The secret giver is a “gamad” (dwarf), and the receiver is an “anak” (giant).
- **Wax Museum** – when you push their buttons, the figures come to life and give a short spiel about their role in history, or a stirring quote.
- **“Gotcha” games** – “Moo” is a good example. Anything that’s slightly, but not fatally, embarrassing.
- **Human bingo** – The bingo chart has you search for people with different physical attributes, or abilities, or knowledge.
- **Architecture** - Design a JCC, or a kibbutz, or a Jewish neighborhood. Can be combined with block games.
- **Group body games** – “Ha-ha” is one, or the game where the entire kvutzah lies down and they roll one at a time down the whole line.
- **Experience diaries** – Send the Chanichim to a place or event and have them record their feelings, or the imagined feelings of someone else.
- **Expectation games** – Any peulah which helps the kvutzah define its goals and expectations for itself and its tzevet. There are many.
- **XY games** - Also known as “Cooperate or destroy” games. There are several versions.
- **Smells and Tastes** – For example, Israeli smells and tastes for Israel programs returnees. Or Jewish ones for everyone.
- **Hebrisms** – “What a lovely house. Let’s buy it! Buy-it (ba-it) –house.” There are dozens of these. Make up some new ones.

Remember that these are only the how of programming. The what is up to you. Practically all of these can be given real content, not to mention group-building value. And they’re a lot more fun than most lectures.

Good luck!