

ISRAELI CAPTURE THE FLAG

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Object of the game: Get the immigrants to a place to have their passports stamped and into the Ha'ganah's base to become a Ha'ganah member.

To play...say you have 19 people playing...

1. Assign 5 random people to be the British
2. Assign 3 random people to be the Ha'ganah
3. Assign the rest of the people to be immigrants

Give each of the members of the teams bases...the British can not know where the Ha'ganah's base is, the Ha'ganah can not know where the British base is but can find it. You want to keep the bases secretive.

Give each player a card...red for British, green for immigrants and blue for Ha'ganah. (Colors really don't matter they just need different colors)

****CARDS MUST BE VISIBLE ON THE PLAYER WHEN PLAYING THE GAME**

The game starts the Ha'ganah goes out looking for immigrants. EVERYONE WANDERS AROUND TO START THE GAME. Once they find an immigrant the Ha'ganah person will have to find the place to get the passport stamped and take the immigrant there. After the passport is stamped then the Ha'ganah person takes the immigrant to the Ha'ganah base and the immigrant turns into a member of the Ha'ganah.

The British are trying to stop the Ha'ganah and the immigrants. Immigrants are not safe against the British. A member of the British team can capture the immigrant and the immigrant has to go back to where he started and get re-issued a passport (at the immigrant base) and wait for a Ha'ganah member to come get him.

Ha'ganah members are only safe from the British if they in groups of two or more. If not in a group of two or more, a member of the British team can go and capture the Ha'ganah member and take him to the British base.

British are not safe from Ha'ganah. If any member of the Ha'ganah captures the British person, he is taken to the base.

To get a British member out of jail another British member has to make it into the Ha'ganah's base and can only take ONE person out of jail.

To get a Ha'ganah member free a member of the Ha'ganah has to make it to the British base and can only take ONE person out of jail.

The game goes on until all the immigrants become Ha'ganah members.

This game is to show how the creation of the Ha'ganah and the state of Israel came about. Because the British never grows, it shows how the new immigrants and the starters of the Ha'ganah grew to overpower the British rule in Israel. Slowly and surely the Ha'ganah overtook British rule and gained control of Israel and the ruling of Israel.

TRY THESE OTHER IDEAS FOR AN ISRAEL PROGRAM IN YOUR CHAPTER...

- Israeli Movie Night (always a classic!)
- Israel Icebreakers – Give your favorite icebreakers and mixers some sort of Israel twist; your choice!
- Israel Prime Minister Elections – Give information about the candidates and their parties to your chapter who is divided into groups. Have the candidates debate on issues that are really facing Israel and then have your chapter vote on who voiced it best and why
- Chat with an Israeli teen in real time! Just set up a Skype session with an Israeli teen that someone in your chapter is probably friends with or befriend one on Facebook (just make sure it's legit) and set up a Skype conference call to alert your chapter about the issues real Israeli teens face lately
- Have a dance party and make the theme Disco Boat in Eilat or Tel Aviv Nightlife, play Israeli music, have Israeli snacks, and maybe learn an Israeli line dance or two
- Israel or Jewish Apples to Apples Tournament – Either use Jewish Apples to Apples or make up your own Israel Apples to Apples and play in small groups at first and then have the winner from each game face off in the ultimate showdown
- Ultimate Israeli Recipe Showdown – Just like the show, have chapter members make a twist on a typical Israeli food item and then have them cook it live, making the chapter board members the final judges, rewarding points to the winner based on taste, originality, and presentation
- Are you smarter than the IA VP? Play this fun trivia game with people in your chapter to test the IA VP's knowledge and reverse the roles. Remember it's all in good fun and a great way to brush up and learn new things about Israeli history, culture, and lifestyles
- Highlight an organization in Israel as a joint SATO/IA program, contacting the group to ask how you can help them and go out and do it! This could be buying things in bulk here and sending it overseas or shopping online to send over there, making care packages, or just raising money auctioning off things in your chapter that would raise the most money. Whatever it is, get involved with a cause in Israel that needs our help now
- Have a social program and ask some of the more outgoing chapter members to dress up as different Israeli stereotypes and act out in these characters. As the night goes on, address them and ask the rest of the chapter how they thought about these people and tackle what we know about these characters to be stereotypical and false. It can help bring everyone's awareness to height and capitalize on understanding all of Israel's many personalities