

HADRACHA CHOVERET

**BNEI
AKIVA**
UNITED KINGDOM



BNEI AKIVA'S WEEKLY EDUCATIONAL HANDBOOK FOR MADRICHIM

Vayeira- Testing, Testing

TEST TEST
1..2..3
IS THIS THING ON?



Concrete Concepts-

1. God tested Avraham 10 times, and he withstood each one
2. SPOILERS! You can have this one after Discussion Point 1

Bnei Akiva Svivot 5782- Madrichim Pack

Dear Madrichim.

I've taken a break from the heavier stuff this week! Hopefully this choveret should be a little more accessible to your chanichim, with easier topics from which to come up with concretely linked games. As always, contact us with any questions!

Ben

Week 4. Testing, Testing

What were the 10 tests?

The Mishna in Pirkei Avot states:

עֲשָׂרָה נִסְיוֹנוֹת נִתְּנָה אַבְרָהָם אָבִינוּ עָלָיו הַשָּׁלוֹם וְעָמַד בְּכֻלָּם, לְהוֹדִיעַ כְּמָה
חֶבְתּוֹ שֶׁל אַבְרָהָם אָבִינוּ עָלָיו הַשָּׁלוֹם

Ten tests was Avraham tested, and he stood through all of them, to inform [you] how great his love of Avraham was.

According to the Rambam, these tests are:

1. Leaving his land, birthplace, father's house etc.
2. Famine as soon as he arrived in Eretz Yisrael, after God had promised him that he would be prosperous
3. The Egyptians taking Sarah
4. Waging war against the four kings
5. Being childless for 10 years and therefore marrying Hagar
6. Circumcision at 99
7. Avimelekh taking Sarah
8. Driving out Hagar after she had given him a son
9. Being separated from Yishmael
10. The Akeidah

We tend to think of the Akeidah as the greatest of the 10 tests, possibly because it's the only one that the pasuk explicitly introduces by saying that "*HaElokim* (possibly God, possibly an agent of God) tested Avraham," so let's focus on that. (I promise this will be lighter than last week, no Kierkegaardian philosophy from me!)

What is a test?

Discussion Point 1: What is the purpose of a Divine test?

Could it be that God does not know the outcome of the test? Surely not, as He is omniscient! There are two main positions that the commentators suggest:



- 1) Tests are there to reveal the faith of the person being tested – sometimes for the people themselves, sometimes for others to learn from (Rambam Moreh HaNevuchim 3:24). The word for test comes from the same word as banner (סו), in that a person passing a test is used as a banner for showing the world what can be achieved.
- 2) By actually going through a test, a person's potential for greatness is transformed into actuality (Ramban, Kuzari 5:20).

CONCRETE CONCEPT 2: Tests aren't there so God can see what we'll do. Instead, they could be there to educate, facilitate personal growth or

Showing us what we can achieve

Watch this video: <https://www.youtube.com/watch?v=b3wnK-Cphgs>

Yes it's really corny, but the point is valid. (Besides, if you knew the context of the film, this scene really is the least corny part of it!)

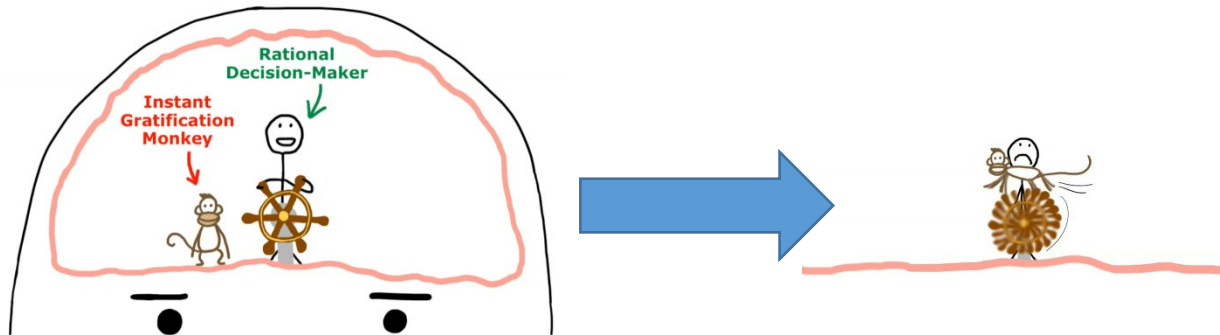
Discussion Point 2: Can you think of times in your life when you were inspired to overcome a challenge? What was behind that inspiration?

Inspiration

What is inspiration? Where does it come from?

As humans, we have brief, fleeting moments of determination and inspiration. All too often though, the Instant Gratification Monkey takes over ([click here](#) if you don't

know what I'm talking about) and messes everything up for us. Inspiration gives us a vision that we can connect to, superimpose on our own reality and use as impetus to move forward.



Rambam has a famous parable, in which he describes people who are driving down the road (I updated it a little) in pitch black, barely seeing where they're going. Suddenly, a flash of lightning cracks the sky! It lights up the city ahead and you can see where you're going – only to be plunged back into darkness moments later. You have to recall what you saw, in that moment of clarity, to be able to get to your destination.

Peula Ideas

Games to do with the 10 tests.

- **Ordering the tests** – As a trigger to the discussion, you could print off the 10 tests of Avraham and ask your chanichim in groups to order them.

- **Ladders** – Chanichim form pairs and sit on the floor opposite their pair with their legs out, all next to each other, so that they all make up a giant 'ladder'. Each pair is assigned a number starting from 1 going up. Tell the story of Avraham with all the numbers it involves (10 tests, 3 angels, 3 days after circumcision, 3 days' journey to Akeida etc.) and each time the madrich/a says the number of a specific pair, each chanich/a has to jump up, run up the remaining 'rungs' of the 'ladder', around the outside, and back up the 'ladder' until they reach their original seat. The first ones there get a point for their 'side' of the 'ladder'. N.B. Certain numbers aren't so well-suited to the Avraham story, so you can either preface this with a made-up story without the numbers that do appear, or instead of '3' you could say '5-2', giving two other pairs the chance to run.

Games to do with realising potential and inspiration.

- **Blindfolded maze** – Make a SAFE obstacle course. Have chanichim look at it beforehand, then blindfold them and ask them to complete it without touching the chairs/obstacles. They can ask to remove the blindfold as often as they want, but the person to complete it with fewest removals of the blindfold wins.
- **Dodgeball** – Any strategy game, e.g. dodgeball, can be used. Pit two teams against each other, first with no time to plan a collective strategy, and then with 5 minutes to do so. Show them how the second time went much better, and that you need to be able to have a plan in order to succeed.

Random Games Corner

Over here each you'll find random games that we've compiled from the days of old. The titles are a bit weird and they're mostly just for fun but you never know when they might connect to an educational message!

CIRCLE

TYPE: Active A circle on the floor is needed. A circle is made on the floor large enough to hold all of the members. Everyone enters the circle and tries to force everyone else out. As soon as a player puts any part of his body outside of the circle, he is eliminated. The last player to remain wins. Note: This game can get very rough, so be very careful when playing it.

FOR A CHANGE

TYPE: Active Play in a circle. Each player is given a number. The player with the highest number removes his chair from the circle and stands in the middle. That player calls out any two numbers and the players with those numbers must change seats. While they are changing seats, he tries to sit in one of their chairs. Whoever is left without a seat is the next to call out the two numbers. Variation: After a few plays, tell the "caller" that he can call out more than two numbers at a time. Hint: Make sure the caller stands in the middle.

FOUR MAN CIRCLE CHASE

TYPE: Active Play in a circle The players stand in a circle counted off by fours. The leader calls out a number from one to four. All players having that number take a step out of the circle and chase (clockwise) all other players having that number. While number one may be chasing the number one in front of him, he is being chased by the number one in back of him, each trying to tag each other. Players tagged get one strike. Three strikes eliminate a player. The last X players left win.

DO THIS--DO THAT (Variation of Shimon Omer)

TYPE: Moderate The leader goes through various movements. As he does each movement, he calls either "do this" or "do that." If the movement is accompanied by the command, "do this," all must imitate the movement, but if it is accompanied by "do that" anyone who imitates the movement is "out."

FOUR CORNERS OF DRAMA

TYPE: Moderate Five players are chosen by the leader. Four of the five players move into four corners of the playing area. The fifth player is the "leader;" he remains in the middle. The four corner players must assume different dramatic situations. The "leader" can then walk toward any corner and the corner player must involve the leader in his situation (i.e. the corner player is the interrogator and the "leader" becomes the prisoner). The "leader" must somehow get out of that situation and then move into another corner and situation. In the meantime, another player is chosen to take the place of the corner player who just involved the "leader" in a situation. Play continues with the "leader" going from one corner to the next. Hint: Be very careful when selecting the "leader." The "leader" should be someone who is good at "hamming it up."

BANG

TYPE: Quiet Play in a circle The players sit in a circle. The leader points to any player and at the same time says a word (three letters or less). He then counts to ten and instead of ten, says "bang," while the player must name one word for every letter in the leader's word. Example: CAT--Carrot, Animal, Towel. If he cannot name the words in time, he is "out." Play continues with another player. The last X players win. Variation: If the player cannot name the words, he changes places with the leader.

THE FAMILY TAKES A WALK

TYPE: Mixer Play with each team standing in its own line Each team stands in a line. The first player from each team walks as fast as he can to the other side of the room and back. He then takes a hold of the second player and they walk as fast as they can to the other side of the room and back. The two of them then take a hold of the third person and repeat the process and so on. The first team to have all of their players walk, wins

FOOT BY FOOT

TYPE: Relay Play with each team standing in its own line Each team stands in its own line. At the signal, the first person walks to the other end of the room and back by placing the heel of one foot to the toe of the other foot. Each player does the same. The first team to finish wins.

HUMAN CHECKERS

TYPE: Relay Place as many rows of seven chairs as there are people divided by seven (i.e. twenty-one people, twenty-one divided by seven equals three, three rows). The players should sit on the chairs leaving the middle chair in each row empty. The object of the game is for each 1/2 team to change sides with the other 1/2 team. The way players can move is like checkers, moving one chair at a time or jumping over one occupied chair. No player may move backwards. If the team gets stuck, they must start over again. Hint: Instead of just six people per team, add one more person per team to act as a director.

DON'T ANSWER

TYPE: Shtick Play in a circle The leader walks around the inside of the circle, points to any player, and asks that player a question. That player cannot answer the leader's question. Rather, the player on the left must answer for him. If the wrong person answers the question, or if the player who is supposed to answer doesn't, that player is "out." Play continues at a fast pace, with the leader continuing to ask different players questions. The last X players, win. Hint: For larger groups (twenty or more), after the players understand the game, add more players to help ask questions. The faster the pace, the funnier the game.

DON'T LAUGH

TYPE: Shtick The leader makes all kinds of funny gestures and actions and tells the players "Do as I do, but don't laugh." There won't be many who will be able to refrain, but the last one who does, wins. Variation: After the leader has finished the above, he throws a handkerchief in the air and the players must laugh until it comes down, but not a second afterwards.