

GODfest!

Created at the URJ Kutz Camp (Summer 2006)

HUC rabbinical student Erin Glazer, Rabbi Elisa Koppel and Rabbi Billy Dreskin

Kutz staffers Jimmy Stoloff, Lindsay Matlow, Rachel Freedman-Doan and Amir Weisglass

GODshopping created by Cantor Ellen Dreskin, Rabbi Billy Dreskin and Rabbi Mark Dov Shapiro

The Baal Shem Tov taught: “We say ‘God of Abraham, God of Isaac, and God of Jacob,’ and not ‘God of Abraham, Isaac, and Jacob,’ for Isaac and Jacob did not base their work on the searching and service of Abraham; they themselves searched for the unity of the Maker and his service.”

– Martin Buber, Tales of the Hasidim

Goals:

- To encounter some of Judaism’s ideas about God, and to acknowledge that they are worth listening to as we strive to piece together our personal ideas about God.
- To understand that, while it is difficult to have complete faith, it is possible to develop a personal idea of God that is reasonable, meaningful, and Jewishly authentic.
- To understand that it’s okay in Judaism both to question God, and to change our ideas about God.
- To understand that while it’s not conventional, it’s okay to deny God’s existence altogether and still be fully Jewish.
- To understand the importance of being sensitive to, and tolerant of, theological points of view that are not our own.
- To consider the implications of our God-belief in our day-to-day living.
- To understand that language plays an important role in our thinking about God – that sometimes we need to create new meanings for old language, and sometimes we need to create new language altogether to accurately express our beliefs.
- To understand that Judaism has always sought to incorporate the findings of science into our God-belief, and that it’s important for each of us to strive to do this, as well.
- To understand that Jewish prayer requires the participant to “fill in the blank” wherever God’s name appears, and interpret each prayer according to his/her own understanding of God.

Preparation:

- A sign for each booth that includes the God-statement that serves as its name.
- Materials for each booth itself.
- Booth instruction sheets.
- Prize tickets.
- Carnival music (Elisa suggests upbeat rock music).
- Carnival backdrop (if possible).
- Groupings for discussion.
- Booth operators.
- Discussion facilitators.
- God-shopping sheets, bundled for use in the bunks.

- Discussion guides.

Implementation:

- Introduction (just outside the carnival).
 - Explanation of carnival.
 - How prizes work. Play to win prize tickets. At end, each bunk will pool winnings.
Bunk with most wins ice cream party.
- Carnival (20-30 min).
- Discussion (30-45 min).
- Wrap-up.

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DISCUSSION GUIDE

First, a note to you, the discussion facilitator:

- Thanks for agreeing to lead this discussion. It's an important one, and we hope we've provided ample time for you to have a meaningful conversation with the participants.
- Our goals for this program are many. If we can achieve *some* of them, we believe the participants can benefit, some of them profoundly.
- Here are some points that we think are important to look for an opportunity to make in the course of your discussion:
 - Judaism offers a veritable smorgasbord of ideas about God! It's very likely that, no matter what ideas about God you've come up with for yourself, you'll find them reflected somewhere in Jewish thinking of the past 2000 years.
 - The world's an extremely complicated place, and it's incredibly difficult today to have complete faith. But it's possible to develop a personal idea of God that – for you – will be reasonable, meaningful, and Jewishly authentic.
 - It's okay in Judaism both to question God. It's also okay to change our ideas about God.
 - For some of us, believing in *any* God is unreasonable. Nevertheless, while such a position is not Jewishly conventional, it's okay to deny God's existence altogether and still be fully Jewish.
 - Maimonides probably said it best: "There's *nothing* we can know about what God is" (paraphrased). He'd probably be the first, then, to assert that it's very important we be sensitive to, and tolerant of, theological points of view that are not our own.
 - In Judaism, believing in God just isn't enough. Each of us needs to struggle (and for many of us, "struggle" is precisely the right term!) to hear God's commanding voice. We need to take the words of the *Shema* to heart, and really listen (to our hearts, to each other, to voices in the wind, perhaps). We need to try and understand what God wants from us. Not any "God" – but the God that *each of us* decides we believe in.

- It's really critical that "hearing God's commanding voice" means we consider – everyday! – the implications of our God-belief in our day-to-day living. To state it traditionally, what does God want us to do? It's a question that needs to be responded to, no matter what idea of God we've chosen for ourselves.
- Language can be a problem when thinking about God. Sometimes it becomes an obstacle to expressing our personal ideas. We have two choices. Often, we can create new meanings for old language – through creative interpretation, we can use traditional imagery as metaphors for what we believe. Sometimes, however, the old language just won't give, and we need to create new language altogether to accurately express our beliefs. Both avenues are okay.
- In Judaism, science is *never* the enemy. Judaism has, since the Talmud itself, always acknowledged that scientists know far more about the workings of the physical world than rabbis do. And *always*, we are instructed by the rabbis to modify our beliefs in order that they exist in harmony with all scientific learnings.
- And lastly, it's really important that we apply our personal God-belief to Jewish prayer. When using the *siddur*, we are always invited to "fill in the blank" wherever God's name appears, and interpret each prayer according to our own understanding of God.
- That's a lot to try and convey. We hope these group discussion questions will help you touch on many of them.

Discussion questions:

- When you hear the word "God," what comes to mind?
- What were you taught about God when you were younger? Is there anything about this understanding of God that troubles you? Has your understanding of God grown up with you, or do you still think of God in the same way?
- What do you wish God was? What would your "ideal" God be like? Do you think there is a place within Judaism for this kind of God?
- Does God do anything for you? When? Do you have to ask (pray) for it? When you pray, do you get what you ask for? What happens if you don't get what you pray for? What happens if you *do* get what you pray for?
- What bothers you about God?
- Is it difficult for you to believe in God? What makes it easy or hard for you?

- Does what you've learned about the scientific world pose any difficulty for you in your God-belief? Does one have anything to do with the other?
- Does the God you are able to believe in require anything of you? What is your *b'rit* (covenant, agreement) with God?
- What language do you use to describe God? Is it possible to describe God with words at all?
- When you are in *tefillah*, is the *siddur* a meaningful vehicle for you to approach God?
- What do we do when language fails us and we can't find the words, or if the language seems to be a barrier between us and God? Can we create new language/new metaphors for God?
- How does your understanding of God impact the way you see the world ... the way you see other people ... the way you see yourself and your daily life? Do your ideas about God impact your daily life at all?
- Traditionally, there are 613 *mitzvot*. As Reform Jews, we are challenged to learn and to choose from among these commandments. Does your idea about God allow you to comfortably confront the *mitzvot* and engage in the Reform selection process? Are there other *mitzvot* (beyond the 613) that you "hear" being commanded of you by God?
- Obviously, it'd be great if we could perform many, many *mitzvot*. But if, on a give day, you have time to perform only one *mitzvah* all day long, do you think it should be a ritual mitzvah (like attending a service) or an ethical mitzvah (like feeding the hungry)?

If you have time to make a closing point:

- Judaism would like, if at all possible, for each of us to believe in God. What idea about God we find believable ... that's up to each of us. Figuring that out is one of Judaism's greatest (and actually, most exciting) challenges.
- Judaism doesn't want us to stop there, however. If we've found an idea about God that we find is reasonable and meaningful, we need to work to find "the voice of God" within that idea. Judaism's God is a commanding God. We each need to figure out what God's commanding us to do.
- Wherever we find ourselves within the spectrum of God-belief, it's very likely that our point-of-view is Jewishly authentic. We need not question our Judaism, just because we question God.

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WRAP-UP

- Show of hands:
 - Who found this evening's discussion helpful in your thinking about God?
 - Who found their idea of God changed *a lot*? A little? Not at all?
 - Anyone stop believing in God based on this evening's program?
 - What might be helpful to you in continuing your exploration of God?
- Generally, development of God-belief follows our own emotional and intellectual development.
 - As little kids, God is one thing.
 - As we grow a little (and learn a little), God needs to change. If we're lucky, environment in which we live supports that.
 - As we grow a little more, God can continue to change. But often, we need not only to know that this is okay, but we need to know what our options are.
 - Turns out, Judaism offers plenty.
- Tonight, you've encountered eight primary Jewish concepts of God.
 - Each carnival booth played with one statement about God that came from one of these eight ideas.
 - Not only are there more, but you are warmly invited to pick and choose from among all those statements – mix and match, to your heart's content – and put together an idea of God that's wholly yours.
- Judaism makes only a few requests of you.
 - 1) That the God you believe in be One, the One God of the entire universe. Sorry, no pantheons allowed.
 - 2) That the God you believe in has something to ask of you, *mitzvot* if you will (tho they may not all be in the Torah). Jewishly speaking, while there may be ritual mitzvot you decide God wants you to perform, if those rituals aren't at least equally balanced by ethical mitzvot, your God's not behaving very Jewishly. And neither are you.
 - 3) The last piece is the fun part. Judaism would like you to spend some time throughout your life trying to figure out what God's saying to you. You may find it in the Torah, in the Talmud, or in the Midrash; you may find it out on the lake; you may even find it in the face of the person sitting next to you. But you've gotta look. And you've gotta pay attention. Because a God that makes no demands on you just isn't a Jewish God.
 - Other than that, you're pretty much free to work it out for yourself.

- A story:
 - Four individuals were each preparing to climb the Great Mountain to meet God.
 - This mountain was so vast, its base reached into many different geographical areas.
 - The one who lived in a tropical climate dressed lightly. As she climbed the mountain, however, it became cooler and cooler and she added layers to keep her warm.
 - The one who lived in a temperate climate dressed with a bit more clothing but, as he climbed the mountain, he too need to add some layers to stay warm.
 - The one who lived in a colder climate dressed warmly. As she climbed the mountain, it actually got warmer and she removed a few layers to stay cool.
 - And the fourth climber, who lived in an arctic climate, dressed extremely warmly. As he ascended the mountain, he had to remove many layers in order not to overheat.
 - By the time these four climbers reached the top of the Great Mountain to meet God, they were all dressed pretty much the same.
 - Problem is – and this is how it is for all of us in our quest to find God – there are all these people running around at the mountain’s bottom ... telling everybody how to dress.
- The Baal Shem Tov taught: “We say ‘God of Abraham, God of Isaac, and God of Jacob,’ and not ‘God of Abraham, Isaac, and Jacob,’ for Isaac and Jacob did not base their work on the searching and service of Abraham; they themselves searched for the unity of the Maker and his service.”

– Martin Buber, Tales of the Hasidim

 - In Jewish life, each of us goes GODshopping.
 - Abraham and Sarah were the 1st to go GODshopping.
 - Their kids and their grand-kids did their own GODshopping.
 - And right down to this very day, we all do our own GODshopping.
- [If program is being run at a camp]
 - Tonight, back in your bunks, GODshopping.
 - We hope you’ll complete it before you go to bed, and take it home with you.
 - It is going to change. The point isn’t to define God for yourself forever. Just for right now. Until you’re ready to change.
 - Then just go GODshopping again, as often as you like, forever!
- The quest for God is underway.
 - And you are more than welcome to join.
 - There are few, if *any*, authoritative voices out there to tell you what to believe.
 - So at the same time, make sure your own voice remains an authority ... only to yourself.
- Enjoy the adventure!

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to everyone ... INSTRUCTIONS FOR GODshopping

- First, thanks for being willing to continue the quest.
- On the other side of this sheet is GODshopping. The directions are simple.
- First, write your name and today's date at the top of the page. Then ...
- We've given you bullet-points for eight ways that Jews have understood God through the ages.
- Simply place a check-mark next to any bullet-point that is *reasonable* and *meaningful* to you.
- You are more than welcome to mix-and-match a few from each section.
- You can ignore entire sections; you can check entire sections.
- Also, you can change or add words.
- You can even write your own points and add them anywhere on the sheet!
- The important thing is that you choose for yourself ... just like Abraham, Sarah, Isaac, Rebecca, Jacob, Leah and Rachel did ... each one deciding for him/herself what God might be.
- Oh, and also ...
- Judaism teaches that we're each supposed to hear "God's commanding voice."
- So try and make sure yours is a God that (in some way, shape, or elusive form) commands you.
- That's it!
- Remember: Save this page. Take it home with you. Look at it five years from now (!) and see how far you've travelled in that time.
- Good luck!
- Keep the conversation going!

G O D s h o p p i n g !

AN EXPLORATION IN PERSONAL THEOLOGY

מַחֲיָה הַפֶּל

Author of Life & Death (from *Gevurot*)

- ___ God is responsible for all that happens in the world.
- ___ Reward and punishment are given out in the afterlife.
- ___ God has reasons for doing things that we will never understand.
- ___ I cannot argue with God.

מֶלֶךְ הָעוֹלָם

Ruler of the Universe (from our *tefillot*)

- ___ God plays an active role in our lives.
- ___ God protects and cares.
- ___ God rewards good people and punishes bad people.
- ___ God hears my prayers.
- ___ God works miracles.
- ___ God gives order.
- ___ God is just.
- ___ God holds us up in times of trouble.

יְעִטָּף וְלֹא אֲרָאָה

The Hidden God I Cannot See (from Job 23:9)
“The Watchmaker”

- ___ God created the world.
- ___ God is not involved in our lives today.
- ___ God allows bad things to happen to good people.
- ___ God is there, but God is silent.

אֵין סוֹף

Infinite One (from the *Zohar*)

- ___ God is the only reason I exist.
- ___ God is the ocean; I am a wave.
- ___ God is everything.
- ___ God is no-thing.
- ___ God is the cause of causes.
- ___ God is the constant breath of the universe.

יוֹצֵר אוֹר \ מַעֲרִיב עֶרְבִים

Creator of Light / One Who Makes Evening Fall
(from our *tefillot*) “The Force”

- ___ God is everywhere.
- ___ The beauty of nature represents God.
- ___ The patterns in the world are evidence of God.
- ___ God does not deal with me personally.
- ___ God is in all scientific truths.
- ___ God is order.

שׁוֹתֵף בְּמַעֲשֵׂה בְּרֵאשִׁית

Partner in Creation (from Talmud *Shabbat* 10a)

- ___ God gave human beings free will.
- ___ We are made in the image of God.
- ___ God re-creates the world continually.
- ___ I am God's partner; we are fulfilling an agreement.
- ___ I can argue with God.
- ___ God helps us to hold ourselves up in times of trouble.

קוֹל דְּמָמָה דְּקָה

A Still, Small Voice (I Kings 19:12) “Jiminy Cricket”

- ___ God is my conscience.
- ___ God is inside of everyone.
- ___ God talks to me.
- ___ God lets me know what is right and wrong.
- ___ God helps me to be just.

הַטּוֹב וְהַמְּרִחִם

Goodness & Compassion (from *Modim*)
“Goodness, Love, Dreams and Ideals”

- ___ God represents potential.
- ___ God is a role model for perfection.
- ___ God acts through me.
- ___ God is the best I can possibly be.
- ___ God is our dream for a united humanity.

GOD CARNIVAL BOOTH IDEAS

We've provided many more ideas that can probably be included. Select the ones you like the most, that you can create, and that cover as much theological ground as possible. Have fun!

From Erin:

- **A STILL, SMALL VOICE.** A whispering contest.
- **GOD REWARDS GOOD PEOPLE AND PUNISHES BAD PEOPLE.** Chutes-and-Ladders-type board game.
- **GOD'S PARTNER.** Three-legged race.
- **GOD IS THERE BUT SILENT.** Follow-the-leader type game but with mimes (dressed in costume, but not speaking).
- **GOD IS IN ALL SCIENTIFIC TRUTHS.** Play a game of memory (matching pairs of cards) but with elements from the Periodic Table.
- **THE BEAUTY OF NATURE REPRESENTS GOD.** Art project with nature (leaf rubbings, etc)
- **I CANNOT ARGUE WITH GOD.** Judge Judy-style courtroom. Try to argue a case and keep getting cut off with a gavel rap or a verbal rebuke (not sure how this would be fun.)

From Jimmy:

- **GOD IS RESPONSIBLE FOR ALL THAT HAPPENS IN THE WORLD.** The Sims. Materials: TV, Xbox, "The Sims," controller, one person to run booth. Procedure: Each pp that comes to the booth gets a set time (1 minute?) to play the game and 'play' God as his role is described in this text.
- **GOD IS THE CONSTANT BREATH OF THE UNIVERSE.** Blowing Booth. Materials: small ball (or something else that works), table, goal (cup on side?). Procedure: The pp has to stand at the end of a table and attempt to blow an object across a table into a goal.
- **GOD ALLOWS BAD THINGS HAPPEN TO GOOD PEOPLE/ GOD HAS REASONS FOR DOING THINGS WE CAN NOT UNDERSTAND.** Bean Bag Toss. Materials: three bean bags (or substitute), plywood or cardboard with three holes cut out, tape, smallish squares of paper, marker. Procedure: The pp stands at a marked (with tape) distance away from the cardboard/wood, which is standing up and has three holes cut in it. Behind the cardboard the squares are taped on the ground with a number and either a + or - sign in front. If a bag lands on a square they gain or lose tickets based on the number written on it. If the bag does not land on

a number square they gain nothing and loose nothing.

From Rachel:

- **I CANNOT ARGUE WITH GOD.** Trivia game.
- **GOD REWARDS GOOD AND PUNISHES BAD.** Choose your own adventure game sort of thing.
- **GOD LETS ME KNOW WHAT IS RIGHT AND WRONG.** Something with someone whispering the right answer into your ear.
- **GOD IS IN ALL SCIENTIFIC TRUTHS.** Science experiment.

From Billy:

- **GOD IS MY CONSCIENCE.** You can do this ... if you throw it just like your inner voice tells you to. Can Smash. Participant toss three bean bags at five aluminum cans, the object is to knock all the aluminum cans off of the pedestal.
- **GOD IS THE BEST I CAN POSSIBLY BE.** Strive to be your best. Ring the bottle as many times as you can! Coke Bottle Toss. Players receive five plastic rings. The player tosses the rings one at a time onto the coke bottles. The more plastic rings that land on the necks of the coke bottles and stay on them will determine the prize or the amount of the redemption tickets they will receive.
- **GOD ACTS THROUGH ME.** With your help, the whole world can be covered with God's goodness! Cover the Spot. The player receives five metallic discs. The player must hold each disc two inches above the red circle and drop them one at a time onto the game. The object of the game is to completely cover the red spot on the game board without having any red showing through the discs. The player wins a prize or redemption tickets if they completely cover the spot. They lose even if there is a small amount of red showing through.
- **GOD TALKS TO ME.** Pick that one! No, that one! Are you sure you can hear God's voice? Duck Pond. Players pick up two ducks one at a time and try to match the numbers written on the bottom of the ducks.
- **GOD IS OUR DREAM FOR A UNITED HUMANITY.** Bring us all together by flinging ½ of humankind so that it comes together with the other ½ of humankind. Frog Flinger. The player receives plastic frogs. The player stands at the end of the table and flings the frogs one at a time onto the game. The object is to make the frogs land on the Lilly Pad. The more frogs that land on the Lilly Pad will determine the prize or the amount of redemption tickets they will receive.

- **GOD IS A ROLE MODEL FOR PERFECTION.** Can you score a perfect 21? Blackjack 21. Dealer gives each player 2 cards face up (dealer takes 1 face up and 1 face down). Players ask for additional cards (face up) until satisfied (or over 21). Object is to beat the dealer.
- **GOD IS THERE, BUT GOD IS SILENT.** Pray all you want, but the toss is yours alone. Gold Fish Toss. The player tosses from a foul line, a total of five ping-pong balls onto the gold fish toss game. The object is to get the balls to drop into the gold fish bowls. The more balls that land in the gold fish bowls will determine the prize or the amount of redemption tickets they will receive.
- **GOD REPRESENTS POTENTIAL.** You can do this! You can succeed! Hoopla. Player stands on the foul line and tosses three small hula hoops one at a time onto the stuffed horse. The hula-hoop must land around the stuffed animal and down below the feet of the horse to win. The amount of hoops that land around the horse and below its feet will determine the prize or the amount of redemption tickets they will receive.
- **GOD IS THE OCEAN; I AM A WAVE.** Each of us appears for a brief while above the surface, then we rejoin the cosmic whole. Stay afloat. In a tub of water, there is a single floating “wave.” Throw an object and try to get it to land on the wave.
- **GOD HELPS ME TO BE JUST.** Snag as many billions in humanitarian aid as you can. Ring Toss. The player receives five plastic rings. The player stands on the foul line and tosses the rings one at a time onto the game. The object is to make the rings land around the wooden dowel rods. The more rings that land around the bats will determine the prize or the amount of redemption tickets they will receive.
- **GOD HELPS US TO HOLD OURSELVES UP IN TIMES OF TROUBLE.** It’s hard work but, if you’re determined, maybe you can stay on your feet! Dizzy Izzy Relay. Participant places forehead on a baseball bat, looking at the ground, then spins around the bat ten times before running to tag the next person in line. Single participant, after spinning, must stand up straight for 5 seconds without falling over.
- **WE ARE MADE IN THE IMAGE OF GOD.** So stand up tall and proud! Stand It Up. The player uses a thin wooden pole about 36" long, with a string 24" long, attached to the end of the pole. At the other end of the string is a wooden ring. The player attempts to stand the bottle up using the pole. If the player succeeds at standing the bottle up on the wooden game base without the bottle falling down, the player wins a prize or redemption tickets.
- **GOD CREATED THE WORLD.** And people are destroying. Fulfill your destiny! Tin Can Alley. The player receives three beanbags. The player stands on the foul line and tries to knock all six tin cans completely off of the can pedestal. Players receive a prize or redemption tickets only if they knock all of the cans off the pedestal.

- **GOD LETS ME KNOW WHAT IS RIGHT AND WRONG.** You know you shouldn't be gambling! Ah well, maybe next time you'll do the right thing. Poker. Play a hand of Poker against the dealer and other participants.
- **GOD GAVE HUMAN BEINGS FREE WILL.** You're free to make your own choices. But think carefully before you choose! Match Game. Pick a card between Ace and King. Dealer will flip over 5 cards. One prize ticket for every match. Like to live dangerously? Receive two prize tickets for each match, but you have to pay 1 ticket for each non-match!
- **GOD IS THE CONSTANT BREATH OF THE UNIVERSE.** It powers all Creation. Ping Pong Perfect. Blow the ping pong ball into the winning slot.
- **GOD DOES NOT DEAL WITH ME PERSONALLY.** You're on your own for this one! Hat Toss. Toss hats and make them stay on the pegs to win.
- **GOD IS IN ALL SCIENTIFIC TRUTHS.** All you have to do is correctly calculate the variables, and God's world will provide a win every time! Clothespin Drop Game. Drop a clothespin into the mouth of a glass bottle.
- **I AM GOD'S PARTNER; WE ARE BOTH FULFILLING AN AGREEMENT.** Have a toss with God. Agree not to soak each other. We dare you. Water Balloon Toss.
- **I CAN ARGUE WITH GOD.** God says it's under cup #2. Do you disagree? Which Cup Is It Under?
- **GOD IS NOT INVOLVED IN OUR LIVES TODAY.** You can pray all you want. But only brains and maybe some luck will win this game! Game Show/Trivia Questions.
- **GOD ALLOWS BAD THINGS TO HAPPEN TO GOOD PEOPLE.** Go ahead. Sponge him/her! God won't stop you! Sponge Throw.
- **THE PATTERNS IN THE WORLD ARE EVIDENCE OF GOD.** Every rainbow shows it. Understand that and you might win the pot of gold! End Of The Rainbow. Supplies: Black Mini Pots (with the bottom of each weighted), sidewalk chalk or butcher paper with markers to draw rainbow, pennies for tossing. Stand behind line and take 3 chances to throw pennies into the pots at the end of the rainbow.

Unused booth ideas that could be adapted to God-ideas

- Tic Tac Toe. The player receives three wiffle balls. The player stands on the foul line and tosses the wiffle balls one at a time onto the Tic Tac Toe game. The player that tosses the three wiffle balls into three consecutive holes wins a prize or redemption tickets.

- Win, Lose, Draw. The player receives three wiffle balls. The player must roll the wiffle balls down the game one at a time and try to make them land in the red holes on the game. It is similar to Tic Tac Toe. The player must have all three balls land on the red holes to win a prize or redemption tickets.
- Wreck-N-Ball. Players swing the baseball on the chain and try to knock off all of the large dice in one shot. All dice must be knocked off the pedestal.
- Dart the Salami.
- Douse the Candle.
- Batting Cage.
- Frisbee Toss. Throw the frisbee through the hoops to win.
- Eliminator. Find 3 special balls in a pond of thousands of balls.
- Shuffleboard. Slide the puck and knock down the pins to win.
- Concentration (Memory) Game.
- Pin the Tail on the Donkey. A blindfold thing.
- Tic Tac Toe. The player receives three wiffle balls. The player stands on the foul line and tosses the wiffle balls one at a time onto the Tic Tac Toe game. The player that tosses the three wiffle balls into three consecutive holes wins a prize or redemption tickets.
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- Wreck-N-Ball. Players swing the baseball on the chain and try to knock off all of the large dice in one shot. All dice must be knocked off the pedestal.
- Froggy Fly Fling. Participants place a large plastic bug on the launcher and hit the rubber pad with a mallet to try and land a bug in the frog's mouth. Players get three chances to send the bugs flying into the frog's mouth. Small children and adults will have great fun with this game. The more Bugs the player lands in the frog's mouth will determine the prize or the amount of redemption tickets they will receive.
- Golf Challenge. The player chips three Velcro golf balls onto the Golf Challenge backdrop. The object is to chip the Velcro ball onto the red spot or as close to the red spot on the green as possible. The players receive a larger prize or more redemption tickets if they chip a ball onto the red spot. They receive a small prize or less redemption tickets if they hit all of the Velcro balls onto the Green around the red dot.
- Horse Shoe Toss. The player receives small horseshoes. The player stands on the foul line and tosses the horseshoes one at a time onto the game. The object is to make the horseshoes land around the wooden dowel rods. The more horseshoes that land around the rods will determine the

prize or the amount of redemption tickets they will receive.

- Kick & Score. Players receive three chances to kick a soccer ball into the hole in the backdrop. The more balls the player kicks into the Kick & Score backdrop will determine the prize or the amount of redemption tickets they will receive.
- Laser Toss. The player receives three Frisbees to toss at the backdrop. The player stands at a foul line and tosses the Frisbees one at a time at the Laser Toss Backdrop. The object is to toss the Frisbees into the three holes in the backdrop. The holes in the backdrop have different point values assigned to them, the more points the player gets will determine the prize or the amount of redemption tickets they will receive.
- Little Tikes Basketball Game. Our Little Tikes Basketball game can be used as a carnival game or it can be used for small children's basketball game.
- Milk Bottle Toss. Players receive three balls to throw at the milk bottles. The player stands at the foul line and tosses the rubber balls one at a time at the six milk bottles. The player must knock over all six bottles to win a prize or redemption tickets.
- Milk Can Toss. The player receives three wiffle balls. The player stands on a foul line and tosses the wiffle balls one at a time, and tries to make them land inside of the Large Milk Cans. The more wiffle balls that land inside the cans will determine the prize or the amount of redemption tickets they will receive.
- Pick-A-Pop. Players get three chances to pick a pop with a colored mark on the bottom of the lollipop. The color of the mark will determine the prize or the amount of redemption tickets they will receive. If they do not get a lollipop with a color on the bottom of the stick, they get to keep that lollipop.
- Plinko. The player receives three green pucks. They must guess the number the puck will land on, then they take the puck and place it at the top of the game and release it. The puck then makes its way (via gravity) down the board and into its final slot. The more correct guesses they make will determine the prize or the amount of redemption tickets they will receive. It can also be played with the player releasing the puck and landing on three consecutive numbers. (example: 2, 3, 4).
- Plinko Tub Game. The player receives three coins. They must guess the color the coin will land on, then they take the coin and place it at the top of the game and release it. The more correct guesses they make will determine the prize or the amount of redemption tickets they will receive. It can also be played with the player releasing the puck and landing on three consecutive colors.
- Potty Toss. The player receives three wiffle balls. The player stands on a foul line and tosses the wiffle balls one at a time and tries to make them land inside the lid of the Potty Toss game.

The more wiffle balls that land inside the lid of the game will determine the prize or the amount of redemption tickets they will receive.

- Quack Attack. Players toss three bean bags at the ducks, the more ducks the player knocks down, the larger the prize.
- Quarterback Toss. Each player receives three footballs. The player must throw the footballs into the target hole in the Quarterback Toss backdrop. The more footballs the player throws into the hole will determine the prize or amount of the redemption tickets they will receive.
- Ring-a-Bat. The player receives five plastic rings. The player stands on the foul line and tosses the rings one at a time onto the game. The object is to make the rings land around the wooden baseball bats. The more rings that land around the bats will determine the prize or the amount of redemption tickets they will receive.
- Robin Hood. The player uses a plastic crossbow and three plastic suction cup darts. The object is to hit the 100-point bulls-eye. The game can be played by a total amount of points accumulated or actual bull-eye or surrounding colored ring hits determining the prize or the amount of redemption tickets they receive.
- Shark Attack. The player receives three plastic fish or rubber human body parts. The player loads the fish or body parts into the slingshot mounted on the surfboard. The more fish or body parts that land in the shark's mouth will determine the prize or the amount of redemption tickets they will receive.
- Shock Wave. The player must use the metal rod with a rounded end on it and place around the zigzag metal rod sticking out of the game. The object is to make the metal rod with the rounded end go all of the way to the bottom of the zigzag metal rod connected to the game without touching each other. If the player touches the zigzag metal rod a buzzer will go off and the player loses the game and must start over. The player who makes it the bottom without touching the two rods wins a prize or redemption tickets.
- Skee Ball Game. 10, 20, 30, 40 or 50 points, depending on what hole the ball goes in.
- Slap Shot Hockey. Player uses a hockey stick and three plastic balls or plastic hockey pucks. The player must hit the pucks or balls into the holes in the backdrop. The more pucks or balls the player hits into the holes will determine the prize or the amount of redemption tickets they will receive.
- Ball Roll. How the game is played: Each player receives five balls. They roll each of the balls down the ball roll game into the slots marked one through six. The total of all five balls must be either under 11 or over 30 to win a prize or redemption tickets.
- Balloon Darts. Each player receives three darts. The player must stand behind a foul line and

throw the darts one at a time at the balloons on the board. The more balloons the player pops with the darts will determine the prize they win or amount redemption tickets they will receive.

- **Baseball Toss.** Each player receives three rubber baseballs. The player must throw the balls into the target hole in the baseball toss backdrop. The more baseballs the player throws into the hole will determine the prize or amount of the redemption tickets they will receive.
- **Coin Pitch.** Each player receives five coins. The player tosses the coins one at time onto the game. The coin must land completely on one of the colors Pink, White, or Turquoise. The Pink circle is the hardest to land on followed by the White circle and then the Turquoise circle is the easiest. Depending on how many coins and which color they land on will determine the prize or the amount of redemption tickets they will receive.
- **Colors.** The player receives three wiffle balls. The player must choose the color he or she will try to throw the wiffle balls onto. The player tosses the wiffle balls onto the game one at a time. The more balls that land on the player's choice color will determine the prize or the amount of redemption tickets they will receive.
- **Crazy Ball.** The player must choose a color on the game board before they toss the bouncy ball onto the game. The player gets two opportunities to guess the correct color the bouncy ball will land on. The player wins a prize or redemption tickets if they guess the correct color the ball will land on before it is tossed.
- **Cue Ball.** The player has three chances to hit the golf ball into the hole at the top of the game with a cue stick. The more golf balls the player hits into the hole determines the prize or the amount of redemption tickets they will receive.
- **Dino Ring Toss.** The player receives plastic rings. The player stands on the foul line and tosses the rings one at a time onto the game. The object is to make the rings land around the Dinosaur's Neck. The more rings that land around the Dinosaur Neck will determine the prize or the amount of redemption tickets they will receive.
- **Race Track.** Supplies: 6 Large Dice. This game is like a life-size board game with the players acting as the pieces. Mark off 6 lanes. Each lane has 8 -12 spaces before reaching finish line (depending on how much room you have and how long you want the game to take). Each lane should have a designated color and a single large dice that coordinates with the color in the lane. Players line up on the starting line. The booth volunteer rolls a dice to see which lane gets to roll first. Players take turns tossing their dice to see how many spaces they get to move toward the finish line. The first player to reach or pass the finish line wins.

*Pictures of most booths are available at
http://www.ecievents.net/Carnival/Entertainment_Connection_Carnival_Games_And_Booths.htm.*

GODshopping

GODshopping created by Cantor Ellen Dreskin, Rabbi Billy Dreskin and Rabbi Mark Dov Shapiro

If you want to produce your own sheet ...

Author of Life & Death (from Gevurot)

- ☐ God is responsible for all that happens in the world.
- ☐ Reward and punishment are given out in the afterlife.
- ☐ God has reasons for doing things that we will never understand.
- ☐ I cannot argue with God.

Ruler of the Universe (from our tefillot)

- ☐ God plays an active role in our lives.
- ☐ God protects and cares.
- ☐ God rewards good people and punishes bad people.
- ☐ God hears my prayers.
- ☐ God works miracles.
- ☐ God gives order.
- ☐ God is just.
- ☐ God holds us up in times of trouble.

A Still, Small Voice (from I Kings 19:12)

“Jiminy Cricket”

- ☐ God is my conscience.
- ☐ God is inside of everyone.
- ☐ God talks to me.
- ☐ God lets me know what is right and wrong.
- ☐ God helps me to be just.

Infinite One (from the Zohar)

- ☐ God is the only reason I exist.
- ☐ God is the ocean; I am a wave.
- ☐ God is everything.
- ☐ God is no-thing.
- ☐ God is the cause of causes.
- ☐ God is the constant breath of the universe.

Creator of Light / One Who Makes Evening Fall

(from our tefillot)

“The Force”

- ___ God is everywhere.
- ___ The beauty of nature represents God.
- ___ The patterns in the world are evidence of God.
- ___ God does not deal with me personally.
- ___ God is in all scientific truths.
- ___ God is order.

Partner in Creation (from Talmud Shabbat 10a)

- ___ God gave human beings free will.
- ___ We are made in the image of God.
- ___ God re-creates the world continually.
- ___ I am God’s partner; we are both fulfilling an agreement.
- ___ I can argue with God.
- ___ God helps us to hold ourselves up in times of trouble.

The Hidden God I Cannot See (from Job 23:9)

“The Watchmaker”

- ___ God created the world.
- ___ God is not involved in our lives today.
- ___ God allows bad things to happen to good people.
- ___ God is there, but God is silent.

Goodness & Compassion (from Modim)

“Goodness, Love, Dreams and Ideals”

- ___ God represents potential.
- ___ God is a role model for perfection.
- ___ God acts through me.
- ___ God is the best I can possibly be.
- ___ God is our dream for a united humanity.