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# SHELICHUT – MESSENGERS

## SEE, RUN, BUILD – QUARANTINE

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### MESSECHET KIDDUSHIN

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During the Coronavirus Quarantine we've seen UNCONVENTIONAL weddings: Outside, no hall, no festive meal, no band, sometimes even no minyan or, sadly, no family.

The Gemara in Kiddushin explores even wilder cases of out-of-the-box weddings. One of the things the Gemara in the second chapter explores is a wedding via messenger. What does it take to be a messenger and what do they do?

*So today, we'll practice living in a world of messengers. We'll play the game **See, Run, Build**, but probably differently than we have in the past. See the adapted guidelines for a Quarantine version.*

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### RULES OF THE GAME

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*The goal of this game is to recreate a structure without ever having seen it and only hearing about it through your teammates.*

There are 3 participants per team (see below for a 2 person version). You can have as many teams as you want.

Each team consists of:

- 1) Seer – This person sees the original structure and has to communicate what the structure looks like to the **Runner**. This person does not interact directly with the **Builder**.
- 2) Runner – This person never sees the structure. He/she hears a description from the **Seer** and communicates that information to the **Builder**. This person never sees either of the structures.
- 3) Builder – This person has all the same raw materials as the **Seer** and has to build the same structure that the **Seer** is looking at. She/he will receive instructions from the **Runner** to learn how to build the structure. This person does not interact directly with the **Seer**.

Note: all participants can ask as many questions as they want to one another. The **Runner** is bringing the information back and forth and fielding the questions that the **Builder** has for the **Seer**.

## HOW DO YOU PLAY WHEN YOU AREN'T TOGETHER?!

Ordinarily, our game involves a lot of movement (particularly for the **Runner!**) but we might not have that option. If there are enough people in your house – then go for it! But if not, then technology brings us together!

If the teams use a system of phone calls then they can still communicate in the same way. If the participants have access to video calls it may be easier as often hand motions are helpful for explaining the structures.

For example: **Seer**: receives a picture of the pre-made structure ⇒ calls the **Runner** and tells him/her what it looks like. ⇒ calls the **Builder** and proves the description. Then when the **Builder** has a question ⇒ calls the **Runner** and he/she communicates with the **Seer**.

## TWO PLAYER VERSION

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If a game involving 3 player teams is too much, this can also happen with just 2 players per team, although it is less elaborate. You eliminate the **Runner** and just have a **Seer** and a **Builder**. The challenge of effective communication still exists, but you no longer have your messenger.

Link to see a picture of the structure to replicate (with your own household items). Note: only for the **Seer**, nobody else!

Link:

<https://drive.google.com/drive/folders/1NhIh162BSI4PUIADfr5S8uFNJ1tHCSmd?usp=sharing>