



ENGLISH אנגלית



# צבא העם ISRAEL'S ARMY

Educational Kit About the  
IDF and National Service



GAME INSTRUCTIONS

## THE PEOPLE'S ARMY

### The Journey to Meaningful Service!

Activity for Getting to Know the IDF and  
National-Civic Service

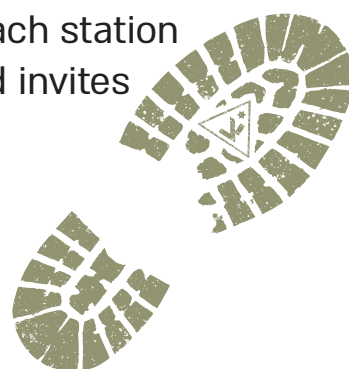


The Department of Empowering Zionist Identity Overseas  
Education and Community Division  
KKL-JNF

## The People's Army – The Journey to Meaningful Service

The "People's Army" kit invites you into an enriching, values-based experience in which you'll become familiar with IDF national-civic service tracks. During the activity, you will deepen your understanding of the IDF spirit and the 10 core values that accompany every soldier throughout their service, with a strong connection to Israeli and Jewish identity.

Participants will go through challenging stations that include physical missions, moral dilemmas, puzzles and learning challenges that simulate the stages of recruitment, training and service in the IDF. Each station connects a practical challenge with a meaningful value, and invites discussion, thought and action.



### ACTIVITY PROCESS

#### Stage A: Preparation and Group Allocation – 5 minutes

1. Group Division: Divide participants into small teams (5-6 participants per team). Give each team a beret in a different color. The beret will accompany the team throughout the entire course.
2. Course Preparation: Scatter 2-3 sets of course footprints across the floor throughout the room (each set has 11 pairs of Shoetprints)
  - Each pair of footprints represents a station in the course: one footprint symbolizes a stage in the service track, and the second footprint symbolizes a value from "IDF Spirit."
  - Each kit has about three sets, so teams can operate in parallel.

#### Stage B: Game Process – 50 minutes

1. Explanation to Participants:
  - The game track consists of 11 stations.
  - At each station there's a pair of footprints with missions and information displayed.
  - IDF Values footprint is a mandatory mission
  - Service Track footprint – choose one mission out of two.
  - Must complete 2 missions at each stage.
  - The team must complete the entire course. There's no significance to the order of operations and you can move freely in the space.
  - Pay attention! You must prepare the equipment accompanying each mission.

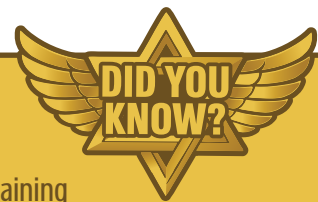
2. Unit Badges:
  - Upon completion of each mission, the team will receive a "unit badge" from the facilitator. Each badge presents brief information about one of the IDF units.
  - The kit contains 37 corps and unit badges. Distribute the entire range.
3. Group Accompaniment:
  - Follow progress, answer questions, encourage, and coordinate between teams, but allow them to exercise judgment and responsibility. Teams need to be independent.
4. The game ends when all teams have completed the course.

### **Bonus "Did You Know?"**

Attention! Explain to the participants before the game that there are cards containing a "Did You Know" sign.

Carrying out two tasks in this footprint earns the participants a card to enrich their knowledge. The group that earns the most knowledge cards wins!

Involve all the participants by reading out some of the "Did You Know?" cards during the final summary.



## **Stage C: Conclusion and Summary – 15 minutes**

### **1. Building IDF Units Board:**

- Seat the group in a circle.
- Spread out the IDF corps and units surface and ask participants to place the unit badges they collected in their designated places on the board.
- Go through the unit names, their functions, and connect the symbols to the values learned.

### **2. Values Discussion in Group:**

- Which value from the 10 IDF values did you most connect with?
- Why specifically that one?
- During the activity, when did you feel like you were really acting like soldiers?
- What moment was particularly meaningful?
- What makes a unit "IDF-like" – equipment? Uniforms? Shared values?
- If you had to explain to a friend from abroad why service in the IDF is important, what would you say?

### 3. Creative Challenge – "External Diaspora Unit":

You need to establish a new IDF unit that will operate in the field of advocacy in the diaspora. Its function: to present Israel and the IDF to the world in the best way.

As part of the challenge you must:

- Choose a meaningful name for the unit that reflects its purpose.
- Design a special unit badge that will be a source of pride for unit members.
- Choose three core values that will guide the unit and form the basis for its foundation.
- Describe the unit's function – what it does, how it operates and how it contributes to the IDF and the State of Israel.

Also think about the missions the unit will perform to strengthen the connection with Jewish communities around the world, enhance understanding and identification with Israel, and improve the country's international image.

**Badge Design Guidance:** You are invited to create your unit badge in a way that suits you. You can design it using AI software, use digital tools to create graphics, or cut and paste stickers in various shapes to physically assemble the badge.

### 4. Closing Ceremony:

- Stand in a circle, throw the berets in the air together, and photograph the moment!

## OPTIONS FOR EXPANDING ACTIVITY IN THE COMMUNITY:

To deepen the sense of belonging and connection between the community and the IDF, the activity can be expanded in the following ways and/or any other way suitable for you:

- **"Adoption" program between the community and IDF:** An initiative where your community adopts an IDF unit, creates personal connections with the soldiers, organizes digital meetings, sending packages and mutual support throughout the year. This program strengthens mutual responsibility, enhances the sense of pride and involvement, and allows community members to get to know the soldiers' world up close.
- **Annual "IDF Day" tradition in the community:** Setting a fixed day each year with activities, ceremonies, digital meetings with soldiers and service veterans, workshops and lectures on the IDF and its values. This day becomes a community tradition emphasizing the connection to service values, increasing awareness and identification, and allowing active participation in strengthening IDF-like spirit in the community.

Incorporating these initiatives deepens the sense of belonging, strengthens shared values, and turns the connection between the community and the IDF into a living and meaningful tradition.

## COURSE FOOTPRINTS GAME

SERVICE PATH FOOTPRINT	IDF SPIRIT FOOTPRINT
1 <b>FIRST DRAFT ORDER</b>	<b>FRIENDSHIP</b>
2 <b>BASIC TRAINING</b>	<b>DISCIPLINE</b>
3 <b>REGULAR SERVICE (MANDATORY)</b>	<b>DEVOTION TO MISSION AND STRIVING FOR VICTORY</b>
4 <b>CAREER SERVICE</b>	<b>PERSONAL EXAMPLE</b>
5 <b>RESERVE DUTY</b>	<b>PROFESSIONALISM</b>
6 <b>NATIONAL SERVICE</b>	<b>RELIABILITY</b>
7 <b>SERVICE WITH A MISSION</b>	<b>MISSION</b>
8 <b>IDF AROUND THE WORLD</b>	<b>RESPONSIBILITY</b>
9 <b>BEREAVED FAMILIES</b>	<b>HUMAN LIFE</b>
10 <b>COMBAT HERITAGE</b>	<b>PURITY OF ARMS</b>
11 <b>KKL-JNF &amp; IDF</b>	<b>PARTNERSHIP OF PEOPLE, LAND, AND VALUES</b>

## SOLUTIONS TO PUZZLE MISSIONS:



### First Draft Order Task 2 – Puzzle A, Answer: 3

1.5 means three halves. Calculate in stages: After one hamburger:  $64 \times (3/2) = 3 \times 32 = 96$  Second:  $96 \times (3/2) = 3 \times 48 = 144$  Third:  $144 \times (3/2) = 3 \times 72 = 216$ .



### First Draft Order Task 2 – Puzzle B, Answer: 3

By analogy to the example, you can see that the triangle (with 3 sides and vertices) became a square (with 4 sides and vertices). That is, one side and one vertex were added.



### Combat Heritage Task 2, Answer: IDF, SOLDIER, UNIFORM



### KKL-JNF and IDF Task 1: Solutions

1. **Scattered trash** – bags, cans, plastic bottles left in the field.  
The hazard: pollution, dirt, harm to wildlife.
2. **Vehicles driving off the path.**  
The hazard: wheels plow through hiking trails and open areas.
3. **Breaking branches for camouflage.**  
The hazard: destroying local trees and plants.
4. **Campfire in open field and not in designated area.**  
The hazard: smoke, soot, damage to vegetation and fire risk.
5. **Waste left at the end of exercise** – boards, wires, iron.  
The hazard: endangers animals and leaves unnecessary marks in the field.
6. **Open excavations and pits.**  
The hazard: trenches left open damage the soil and can be traps for animals.
7. **Graffiti on rocks and trees.**  
The hazard: writing and marks leave visual damage and harm the natural feeling of the place.
8. **Loud noise in sensitive areas.**  
The hazard: harms wildlife
9. **Using toxic cleaning materials near water sources.**  
The hazard: water and soil pollution and harm to flora and fauna.
10. **Trampling rare vegetation** – when setting up camp, during exercise, or from lack of attention.  
The hazard: harm to vegetation and extinction of habitats and rare animal species.

## APPENDIX, EXAMPLES:

The activity has three types of missions: challenge mission (2-3 Move!), ethical dilemma, education and knowledge mission.

### Mission Examples:

#### 1. 2-3 Move! – Friendship: Challenge Mission

You must tie all group members together: each person's right leg tied to their neighbor's left leg. This will create a connected human convoy. Your mission is to advance together from the starting point to the finish line, without anyone falling or being left behind!

#### 2. Bereaved Family: Education and Knowledge Mission

Present a collection of stickers of fallen fighters – scan QR code on each sticker and discover the personal story of the fighter behind the sticker.

**The mission:** Each participant chooses one sticker and story and writes a short letter to the family – Who am I? Why did I specifically choose him? What did I take from his story, and how do I want to pass the story forward?

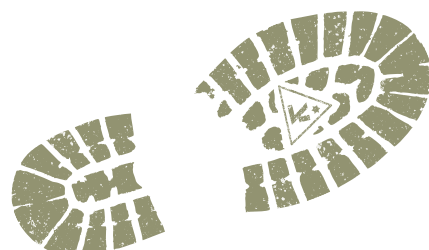
#### 3. Responsibility: Ethical Dilemma Mission

Welcome to basic training. You are new soldiers in the IDF, and every day there are endless small situations that raise one simple question: "Is the responsibility mine, or not?"

In front of you are cards with everyday situations from military life. Read the situation and answer in a round, What do you think? "Is the responsibility mine or not?" If you think the responsibility is not yours, say whose it is (the commander? Your friend? Someone else?).

##### Situation Cards:

1. Your friend is lying in bed 10 minutes after wake-up and you know that if he's late for parade, everyone gets punished.
2. Someone from the team hasn't come to eat in the dining hall yet and the kitchen closes in 2 minutes.
3. You see that another soldier didn't fill water in his canteen and they're going on navigation in a moment.
4. Someone didn't do their guard duty shift and everyone is on the verge of punishment.
5. You noticed the toilet paper ran out in the bathroom, but you're rushing to class.





## ACCESSORIES TABLE

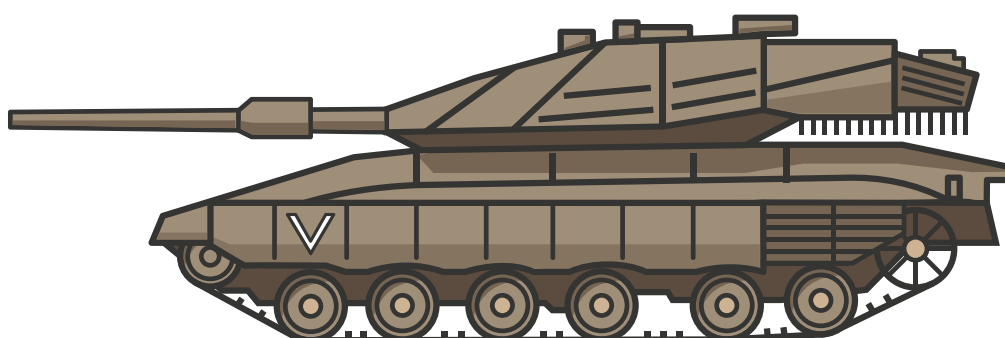
	Service Track Mission 1	Service Track Mission 2	IDF Spirit Mission 3
1	10 role cards   A6 1 team table   A5	2 teaser cards   A5 Timer	6 ropes 0.5m long
2	1 recruit code card   A4		10 disposable cups Pack of straws 10 skewers Plasticine
3	1 discussion card   A5	5 pictures   A5	9 triangular 
4	1 mission card   A5 1 role holders' card   A5 6 blindfolds Secret object	6 commander quote cards   A6	1 discussion card   A5
5	1 discussion card   A5	10 balloons in three colors	Rope for creating IDF lanyard + metal hoop
6	1 scenario card   A6	1 national service institutions card   A5 1 volunteers profile   A4	1 results sheet   A5 4 dilemma cards   A6 Memo sheets in two colors: green and red
7	IDF soldier certificate   A6 folded		1 discussion card   A5
8	World map   A3 17 information cards   A6 1 discussion card   A5	1 case description card   A6 1 advocacy team card   A6 1 skeptics team card   A6 Writing tools and paper	5 situation cards   A6



	Service Track Mission 1	Service Track Mission 2	IDF Spirit Mission 3
9	10 sticker cards (10-20) Writing tools and paper		1 discussion card   A5 1 knowledge card   A5
10	1 discussion card   A5 2 signs   A4 21 event cards   A6 1 rope 4m long	3 Morse code teaser cards   A5 1 incident card   A5	1 discussion card   A5
	Mission 1	Mission 2	Mission 3
11	1 training area map   A3 1 solutions table   A4	1 roles card   A5 1 scenario card   A5	10 seed cards   A5 10 sprout cards   A5 Writing tools and paper

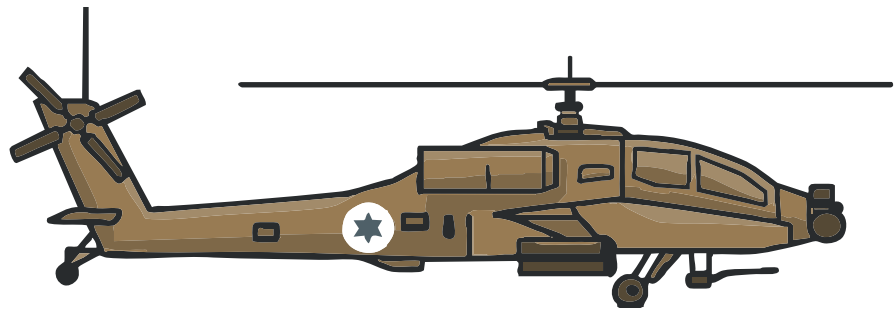
## KIT CONTENTS LIST:

1. Knowledge enrichment booklet
2. Activity process & solutions sheet for facilitator
3. 11 pairs of footprints. In set: 22 units (3 sets per kit).
4. 10 berets in different colors
5. 37 unit badges
6. 30 Bases for designing a unit tag (badge)
7. 25 bonus "Did you know" cards
8. 5 KKL-JNF flags
9. Corps and units map
10. Mission accessories (see attached table)
11. 10 A4 colored sticker sheets
12. Marking stickers
13. 6 ropes 0.5m long (Footprint 1- IDF Spirit)
14. 9 triangles (⚡) (Footprint 3 – IDF Spirit)
15. 30 blindfolds (Footprint 4 – Service Track)
16. 3 packages of 100 balloons in three colors (Footprint 5 – Service Track)
17. 3 packages of rope for creating IDF lanyard (Footprint 5 – Service Track)
18. 2 packages of memo sheets in two colors, green and red (Footprint 6 – IDF Spirit)
19. One 4m rope (Footprint 10 – Service Track)
20. Kitbag set
21. Footprints set



## EQUIPMENT (FACILITATOR'S RESPONSIBILITY):

- Markers, pens and pencils as number of group members
- Writing sheets
- 10 disposable cups (Footprint 2 – IDF Spirit)
- 3 packages of straws (Footprint 2 – IDF Spirit)
- Package of skewers (Footprint 2 – IDF Spirit)
- Package of modeling clay (Footprint 2 – IDF Spirit)
- 3 rolls of tape
- 5 pairs of scissors





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*Stay in touch*

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