FEBRUARY—CHEERFUL

ABRACADABRA!

A SCOUT IS CHEERFUL. HOW DOES "ABRACADABRA!" RELATE TO THIS POINT OF THE SCOUT LAW?

Cub Scouts love to amaze and to be amazed. Discover the magic this month as your pack dazzles the audience and spreads cheer by sharing magic tricks.

NOTE TO CUBMASTER

Pack meetings are best when they are no longer than an hour and a half in length. Pack meeting plans are guides and can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month's adventure.

BEFORE THE MEETING

Set up tables or areas for the den adventure displays (see above), if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Large posters of the Scout Oath and Scout Law displayed in the front of the room or a projection of the words onto a screen or the wall
- Materials for the gathering activity: one zippered storage bag for each boy, white school glue, water, food coloring (optional), borax powder, tablespoon for measuring
- Opening ceremony materials (or photos of the following): top hat, magic wand (or a painted dowel or the cardboard portion of a coat hanger), piece of rope, deck of cards, coin, scarf (like those magicians use), and cards with the parts to the flag ceremony printed for each boy to read
- Materials and preparation for selected audience participation skits (see Resources section of this plan)
- Rank advancement: top hat with the Tiger badges and Bobcat badges placed on top and hidden by cardstock; paper-towel tube painted like a magician's wand, with the Bear badges hidden inside; several colored scarves tied together (one for each boy getting the Webelos badge), tied together and placed in one pocket; and another rope of scarves placed in another pocket, with an Arrow of Light badge attached to each one
- Cards with each line for the closing ceremony, distributed to the den in advance to allow for preparation

GATHERING

As Scouts and their families arrive, have them make slime—after all, slime is a magical solution that can be made easily. It is magical because it goes back and forth from acting as a liquid to acting as a solid. If the slime lays flat in the palm of your hand, it will act as a liquid and ooze all over. However, if you start to play with it and move it around, it begins to firm up and act as a solid until you let it rest again. (See the Resources section for a recipe.)

If you are unable to make slime where you meet due to concerns about mess or difficulty getting supplies, have your boys play Wobbling Bunnies as they arrive. (See the Resources for directions.)

◇ OPENING CEREMONY

The flag ceremony is led by a preassigned den. They will present the colors and lead the pack in the Pledge of Allegiance.

Magic Symbols

A preassigned den performs the "Magic Symbols" opening skit.

Cub Scout 1: *(Wearing a top hat)* "This top hat reminds many people of a magician, especially when a rabbit comes out!"

Cub Scout 2: *(Showing off a magic wand)* "The magic wand is an essential tool for a magician."

Cub Scout 3: *(Holding a rope)* "Many magicians also use a rope to perform their tricks."

Cub Scout 4: *(Showing off a deck of cards)* "Some of the most surprising magical tricks use only a deck of cards."

Cub Scout 5: *(Showing off a coin in his palm)* "Even though it's small, a coin can amaze an audience."

Cub Scout 6: *(Holding up a scarf of the type used in magic acts)* "And sometimes a simple scarf can be used for a magic act!"

Cubmaster: "The boys have shown you some magical symbols, including a magician's scarf. There is another piece of fabric that has special symbolism for all of us—our flag. Please stand and join me in the Pledge of Allegiance."

◇ OPENING PRAYER

"Let us be thankful for all of the 'magic' that surrounds us each day: the wonders of nature; the love of our family, friends, and country; and, most of all, the magic that a positive attitude brings not only to ourselves but also to others."

◇ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◇ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert the activity here.

◇ AUDIENCE PARTICIPATION

To get your audience involved, have the boys and/or leaders do a magic trick or two, using audience members as helpers. Below are a few ideas.

Magic Balloon

Blow up a number of balloons. Then ask an assistant to give the balloons to people in the audience, saving one for yourself. Distribute pins to those people who received a balloon. Hold up the balloon you saved, wave your wand over it several times, and say a few silly magic words. Tell the audience that your balloon is now magic and—unlike an ordinary balloon—it cannot be popped. Have one audience member use the pin you provided to pop his or her balloon. Then, with great drama, stick your pin in your balloon. The balloon will not pop. Repeat this process with several other audience members, convincing the crowd that your balloon is, in fact, magic!

The secret: As you distribute the balloons, create enough distraction that you are able to attach several pieces of pre-cut clear tape to various spots on the magician's balloon. The tape will prevent the pin from popping the balloon when inserted lightly in that spot. As with any trick, it is best to practice ahead of the performance.

Magic 1089 Audience Game

Materials: Slips of paper, pencils

Instructions:

1. Tell the audience that you are going to write down a number. Without letting the audience see, write "1089" on a slip of paper. Fold the paper, and place it on the table in plain view.
2. Then, ask a volunteer from the audience to write down any three-digit number that uses three different numerals. (For example, 999 or 747 would not work because numerals are repeated.)
3. Ask the person to reverse the number. (For example, 123 would become 321.)
4. Have the volunteer write the larger of the two numbers above the smaller number. Then, subtract the smaller number from the larger and write down the result.
5. If the new number has two digits, add a zero in front of the number. (For example, 25 would become 025.)
6. Reverse the new number, and write it below. Add this number to the one written down in step 4.
7. Unfold the paper on the table, and ask the audience if it matches their result.

Mind Reader Skit

A Cub Scout pretends to be a magician. He gives an audience member a piece of paper and asks that person to write a short message, fold the paper, and hand it to another member of the audience.

The magician then says, "I will write the same message on my paper," and mimics deep concentration. After a moment, he writes the words "the same message" on another slip of paper and gives it to the person who is holding the first slip. He asks the person to open the first slip and read the spectator's message. When he or she does, the magician says, "That's right, I wrote *the same message."* And he did!

The Magic Paper Skit

Magician: "Today I'm going to give this lucky audience member the chance to earn some money. (*The magician holds up a large sheet of paper.)* Please observe this sheet of magic paper. If you can tear this magic paper into four equal pieces, I will give you a quarter."

Spectator: "That's simple. *(The spectator takes the sheet of paper and folds it in half. He or she then folds it in half again and tears the paper along the folds.)* See? I made four equal pieces!"

Magician: "And here is your quarter." *(The magician hands the spectator one of the squares.)*

Spectator: "You tricked me!"

Magician: "Yes, well, magicians know lots of tricks."

The Secret Message Skit

Magician: "Write a secret message on this piece of paper, but do not show me the message."

(The spectator takes the paper and writes a message on it. The magician turns his back to the spectator.)

Magician: "Now put the paper on the floor, and stand on it."

Spectator: *(The spectator stands on the paper, with only one corner sticking out.)*

Magician: "I cannot see that message, but I know what is on the paper."

Spectator: "You do not."

Magician: "Magicians know everything."

Spectator: "All right, if you're so smart, tell me what is on the paper."

Magician: "Your foot!"

◇ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month, and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◇ RANK ADVANCEMENT

The Surprised Magician

Equipment: Have the Cubmaster dress up like a magician using the following: top hat with Bobcat and Tiger badges hidden inside; Wolf badges slid up the Cubmaster's sleeve; a decorated magic wand (from a paper-towel tube) with Bear badges rolled inside; several colored handkerchiefs with Webelos badges attached to each one.

Instructions:

This ceremony may take some practice on the part of the Cubmaster. The Bobcat badges can be taped inside the top hat. The Tiger badges can be attached to a miniature stuffed tiger or a picture of a tiger that is also secured and hidden inside the hat. Tie the hankies together at the corners, then fold them inside a pocket so that they can be pulled out one by one.

Cubmaster: "Ladies and gentlemen, tonight we have already seen magic performed. Now it is time for the Advancement Magic Show to recognize the Cub Scouts of our pack. The adventures these Scouts have completed to earn these awards, while magical, were in reality done with positive attitudes and lots and lots of hard work. Let the show begin!"

Have each Cub Scout come up individually with his family as his name is called, or call the entire den and all families at the same time. Then award the Scouts as the den stands together.

Bobcat: Say "Abracadabra!" while waving the wand carefully over the hat so that the badges hidden inside the wand and up your sleeve do not fall out. Then place the wand on the table. Wait a few seconds, then peer into the hat and look surprised. Reach in and pull out the Bobcat badges first. Read the name

of each Scout, and ask that he and his family come forward. Review the requirements that were completed for the Bobcat rank, present the badges, and congratulate the boys and their families.

Tiger: Carefully wave the wand again, and reach inside the hat for the Tiger badges. Review the adventures completed to earn the Tiger rank, and recognize the Tiger Scouts and their families.

Wolf: Show the now empty hat and look surprised. Say, "Is that all? I wonder what other magic might appear during the show?" While saying this, run the sleeve with the hidden Wolf badges over the hat and secretly let the badges slide into the hat. Then turn the hat over, letting the awards spill out onto the table as you say, "Surprise! Magic!" Review the adventures completed for the Wolf rank, and recognize the Wolf Scouts and their families.

Bear: Take the wand in hand and study it. Then, with a shake of the wand, let the Wolf badges fall out of the tube and say, "Surprise again!" Review the adventures completed for the Bear rank, and recognize the Bear Scouts and their families.

Webelos/Arrow of Light: Say, "All this excitement is making me perspire!" Reach into your pocket to pull out a handkerchief and wipe your brow, revealing the string of hankies with Webelos badges attached. Say, "And still more magic!" Then review the adventures completed for the Webelos Scout and Arrow of Light ranks, and award the badges to the Scouts and their families.

End the magic show with a group applause.

◇ CUBMASTER'S MINUTE

"Everybody loves a good magic trick. But magic doesn't always need a poof of smoke or a fancy cape. Magic exists all around us in the simplest miracles of our world. A tiny bud sprouting through the earth, a toddler taking his first steps, a hug to cheer up a friend, or a beautiful sunset lighting up the sky—these are the everyday moments of magic that are so easy to miss. So let's leave today's meeting with the goal of noticing moments of magic every day."

◇ CLOSING

The Magic of Cub Scouting

The preassigned den will present this closing. Divide text or add lines as needed to allow all members of the den to participate."

Cub Scout 1: "Helping a young boy grow into a man—that's magic."

Cub Scout 2: "Teaching him to build things and seeing his confidence grow—that's magic."

Cub Scout 3: "Helping him discover the meaning of the Scout Oath and Scout Law in his own life—that's magic."

Cub Scout 4: "Watching as he faces challenges and grows in mind and body—that's magic."

Cub Scout 5: "Guiding him as he develops positive, lasting friendships with his Cub Scout den—that's magic."

Cub Scout 6: "Seeing his family beam with pride as they applaud his accomplishments—that's magic."

Adult leader: "As his Scouting leaders, we also beam with pride because we know he's learning and growing inside. That's Cub Scout magic."

The preassigned den retires the flags.

RESOURCES

◇ GATHERING

Slime Recipe

Materials (per Scout):

- Zippered storage bag
- 1 tablespoon of water
- 1 tablespoon of white school glue
- 1 tablespoon of borax powder
- Food coloring (optional)
- Safety glasses and non-latex disposable gloves

Instructions:

1. Wearing safety glasses and gloves, put the glue and water in the plastic bag.
2. If you would like to make colored slime, add a few drops of food coloring.
3. Seal the bag and squeeze it gently to mix.
4. Open the bag, and add the borax powder. Reseal and gently squeeze the bag to mix the ingredients. Does the slime mixture feel different?

(Note: Keep your slime in the sealed plastic bag when not in use; otherwise, it will dry out quickly.)

Wobbling Bunnies Game

1. Have Cub Scouts crouch down and pretend to be rabbits, holding their hands up above their heads as rabbit ears.
2. At the signal, have them begin to hop and jump around the room or lawn.
3. When the leader calls “Abracadabra,” the Cub Scouts must freeze in place. Cub Scouts must stay frozen while the leader slowly counts to five.
4. Any “bunny” who wobbles or loses balance while the leader is counting is out.