



**Core Value:
Positive Attitude**

Abacadabra

Pack Committee

Why Abacadabra for the Core Value Positive Attitude. Having a positive attitude means that we think about the good and not the negative things we do or face in our lives. While learning magic tricks and puzzles, it can be frustrating, especially when we don't get the trick or puzzle figured out right away. That negative "I can't do it" may come more easily to us than trying again with an "I-think-I-can" positive attitude. That "I think I *can*" just might quickly turn into "I *can*!"

BEFORE THE MEETING

Prepare your meeting room for a "Magic Midway" using tables, chairs, or an assortment of both. Set out magic tricks, illusions, and puzzles for Cub Scouts, parents, siblings, and friends to participate in together. The *Cub Scout Magic* book, No. 33210, is a wonderful resource for sample magic tricks. Also attached is a resource sheet with more magic fun to use.

Coordinate with the Webelos den leaders to have their Cub Scouts perform one or two of the experiments required to earn the Scientist activity badge during the den demonstrations portion of the pack meeting.

Print out positive words or statements in advance, and display these on walls around the midway to reinforce a positive attitude as the magic tricks are tried. For example, "You're Amazing!," "You Can Do It!," "Awesome Job!," "Way to Go!," and "Fantastic!"

When planning for refreshments, consider the following ideas.

- ▶ Large pretzel rods and fruit leather to wrap on the ends make fun edible magician wands.
- ▶ Smiley face cookies or smiley face fruit snacks.

GATHERING

Have greeters (may be a den's assignment, pack leaders, or parent volunteers) greet Cub Scouts and their families and invite them to explore the "Magic Midway." It might be a good idea to have volunteers show participants how to perform some of the tricks or puzzles. Be sure to secure volunteers in advance.

Opening

The Cubmaster, who may choose to dress as a magician, waves a magic wand (painted dowel or painted paper tube roll from a pant hanger) and says, "Welcome to the magic world of Cub Scouting!" The den assigned to bring in the flags for the pack meeting now marches in with the flags and posts them. Then read the following.

The Magic of America

Scouts who are presenting the colors can do this reading. If there are enough Scouts so that some are flag bearers and others are color guard members, have the color guard be the readers so that all have a part in the opening.

CUB SCOUT 1: It's great to be an American. This is widely known, and the beauty of this land has a magic all its own.

CUB SCOUT 2: The magic of America does not come from a magic spell. It comes from you and me, who love our country so well.

CUB SCOUT 3: The wave of a magic wand did not buy us liberty. Great men and women died, so we might all live free.





CUB SCOUT 4: So let us all now pledge to always do our part, for the magic of America lies deep within our heart.

CUB SCOUT 5: Will everyone please stand and recite with me the Pledge of Allegiance.

Prayer (Cub Scout or Leader)

“Let us be thankful to be able to see and feel the magic that surrounds us, 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 to others.”

Welcome and Introductions

The Cubmaster welcomes the pack into the new year and any new Cub Scouts and their families who have recently joined. The Cubmaster then thanks all who helped and participated in the Magic Midway and recaps a few of the tricks and puzzles.

Amazing Three-In-One Song

The Cubmaster or a volunteer explains the song while offering positive statements throughout the explanation, such as “You can do it!,” “This group is awesome!,” “Your voices will be amazing!”

Divide the group into three sets. Ask the first to sing “A-B-C,” the second to sing “Twinkle, Twinkle, Little Star,” and the third to sing “Baa, Baa, Black Sheep.” Have each section practice its song one at a time. Now wave a magic wand over the whole group, say the magic words “Groupus, Singus Alltogetherus,” and have the groups sing all together. This trick works because all three songs have the same tune.

PROGRAM

Den Demonstrations/Cheers

The Cubmaster asks each den in turn to talk about their adventures during the last month. Call each den to the front and ask members what they found to be magically fun at their meetings. After each den demonstration, the Cubmaster leads a cheer for that den before calling up the next den.

The Cubmaster then asks the Webelos dens to perform one or two of the tricks or experiments of the Scientist activity badge. For example, the Egg in the Bottle. Have the Webelos dens explain that while there is a science that makes this happen, it’s also somewhat magical. The Cubmaster leads cheers after the Webelos dens perform, as well. (For cheer examples, see resource sheet, attached.)

RECOGNITION

The Surprised Magician

Equipment: top hat with Bobcat and Tiger Cub badges secretly 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 hankies with Webelos badges attached to each one.

This ceremony may take some practice on the part of the Cubmaster, who may want to develop a personality to act like a magician. Prepare the top hat by placing the first awards inside so they can be easily removed. The Bobcat badges can be taped inside the hat. The Tiger Cub badges can be attached to a very small tiger stuffed animal or picture of a tiger.

Slide the Wolf badges up the sleeve. Roll the Bear badges in the magic wand paper towel tube so the badges can be removed by a shake of the wand. Tie the colored hankies to one another on diagonal corners, and then fold them inside the pocket so they will come out one by one.

MAGICIAN: 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 work these Scouts have done to earn these awards, while magical, were in reality done with positive attitudes and lots and lots of hard work. Let the show begin!



(The Cubmaster can decide whether to have each Scout and his family come up individually as the Cub Scout's name is called, or to call the entire den and all families up at the same time, and then award the Scouts individually as the den stands together).

The magician waves a hand and the wand (carefully, so badges hidden in the wand and up the sleeve do not fall out) over the hat, saying "Abracadabra!" Place the wand on the table. Wait a few seconds, the peer into the hat, and look surprised. Reach in and pull out the Bobcat badges first. Read the name of the Scouts, and ask that he and his parents come forward. Review the magic of Scouting of the Bobcat badge (what it takes to earn), and then award the badge to the Scouts and congratulate them and their families with positive words and phrases (see the attachment).

The magician then carefully waves the wand again and reaches inside for the Tiger Cub badges attached to the tiger stuffed animal or tiger picture. The magician again reviews the magic of Scouting of the Tiger badge, and recognizes the Tiger Cubs and their families. Congratulate the Scouts and their families with positive words and phrases (see the attachment).

The magician now shows an empty hat, looks surprised, and then states, "I wonder what other magic might appear during the show?"

The magician then skims one arm with the Wolf badges over the hat, slides the Wolf badges into the hat, picking up the hat, and turns it over onto the table, letting the awards spill out. Surprise! The magician reviews the magic of Scouting of the Wolf badge and recognizes the Wolf Scouts and their families. Congratulate the Scouts and their families with positive words and phrases (see the attachment).

The magician takes the wand in hand and studies it. Then, with a shake of the wand, the Bear badges appear out of the tube. Surprise! The magician reviews the magic of Scouting of the Bear badge and awards the Bear badges to the Scouts and their families. Congratulate the Scouts with positive words and phrases (see the attachment).

When the Bear badges are done, the magician puts a hand in the hankie pocket and pulls out a hankie. Wipe a brow and surprise—magic! There is something attached to the hankie. The magician reviews the magic of Scouting of the Webelos badge, then awards the Webelos badges to the Scouts and their families. Congratulate the Scouts and their families with positive words and phrases (see the attachment).

End the magic show with a group applause.

CLOSING

Be sure to prepare any materials (signs, etc.) beforehand so that everything goes as planned.

Without U

Each Cub Scout holds up a sign with his word(s) on it, with the "U" missing from the word.

CUB SCOUT 1: The magic of C B SCO TS (Cub Scouts) would be missing without you.

CUB SCOUT 2: The magic of YO TH (Youth) would be missing without you.

CUB SCOUT 4: The magic of S CCESS (Success) would be missing without you.

CUB SCOUT 5: The magic of F N (Fun) would be missing without you.

CUB SCOUT 6: The magic of O TDOORS (Outdoors) would be missing without you.

ALL: Clearly, the magic of Cub Scouting needs you!

Announcements

Announce any upcoming dates or events the pack will be having or participating in with the district or council.



CUBMASTER'S MINUTE

We've seen a lot of magic here in our pack meeting. We've seen tricks and puzzles, and the magic of how hard work can be rewarded. But you know, there's something *magical* that happens as we awaken and begin each and every day. It's our attitude and how we choose to behave in our work and play. If we wake up and decide, "I'm going to think about the good, and only the good of all things today," imagine the magic it will do not only for you, but also for others you meet along the way.

CLOSING CEREMONY

The preassigned den retires the flags.

AFTER THE MEETING

- ▶ Refreshments
- ▶ Cleanup

RESOURCE SHEET

Optional Gathering Activities

Card Houses. See who can build the tallest card house. Put a time limit of 1 minute to make it even more challenging.

Balanced Coin. Fold a dollar bill in half lengthwise, and place it on the table with the fold up. Challenge your friend to balance a half-dollar coin on top of the fold. Fold the bill again into a V-shape, and place the coin as shown. Pull slowly and gently on the ends of the bill to straighten it out, and the coin will remain balanced on the creased edge.

Balanced Glass. Set three empty glasses and a crisp dollar bill on the table. Announce that you can place each end of the dollar bill on the rims of two side-by-side glasses in such a way that the bill will balance the third glass in the middle of the bill.

Solution: Use a crisp bill for this trick. Fold five or six sharp pleats lengthwise in the bill. The bill will become stiff enough to support the third glass. A used bill will not be stiff enough to support the glass.

Super-Strength Napkin. Twist a paper napkin into a "rope." Hand the paper rope to a friend, and challenge him to break the napkin rope by pulling on the ends. No matter how hard he pulls, he will not be able to break it. You take the napkin rope and break it easily.

Secret: Have a glass of water handy. First twist the napkin into a tough rope. While your friend is trying to break the napkin rope, secretly dip your fingertips into the glass of water. When you take the napkin, twist the middle once more. Touch the middle of the rope with your wet fingertips, so that the rope gets wet. When the rope gets wet, it becomes easy to break apart.

Disappearing Water. Here is another great trick. Pour a little water into a paper cup. Say you will make the water disappear. Ask someone to hold out a hand, then pour the contents of the cup into the hand. Instead of getting wet, the person will be left holding an ice cube. Say that you tried to make the water disappear—but it was too hard!

Secret: You will need to prepare the cup in advance. Take a piece of dry sponge, and cut it into a round shape so that it just fits into your paper cup. Glue the round sponge to the bottom of the cup. Just before performing the trick, put an ice cube into the cup. Have a second cup of water ready. Pour a little water into the cup, so that the water doesn't touch the ice cube. The sponge will soak up the water. Pour the ice cube onto the person's hand. You may want to cover the top of the cup while pouring so that the person cannot see the contents of the cup.

Balancing Sugar Cubes. Arrange six sugar cubes as shown. Challenge someone to hold the two lower cubes between the thumb and forefinger of each hand, lift the entire stack, and drop it into a glass. You can do it every time, but when the challenger tries it, the stack tumbles over. Present the stunt as a test of "steady nerves."



Secret: When you start to lift up the stack, let the tips of your thumbs touch in back. This will steady your hands and make the lift easy.

Optical Illusions for Kids. Go to Kidsownplanet.com. You will find a selection of optical illusions, which are interesting pictures that need to be viewed with concentration. They seem to our eyes to be something that they actually are not. Optical illusions help young people increase their concentration and attention span.

APPLAUSES, CHEERS, AND RUN-ONS

The Magic Word

Select a magic word, such as “abracadabra” or “hocus pocus.” Instruct the audience to clap, stomp, and make lots of noise any time the word is said. Have a “stop” signal to show everyone it’s time to stop the noise.

Alakazam

Point your index finger upward and say “A-la-ka,” then point at the person getting the applause and say “Zam!”

Abacadabra

Divide the audience into three groups. The first group yells “Abra,” the second group yells “Ka,” and the third group yells “Dabra!” when the leader points to them. Vary volume by pointing low for soft and high for loud. Try different volumes for each part.

Magician’s Bow

Extend arms out to your sides, say “Ta-da!” and take a deep bow.

Magic Yell

Pretend to reach up your sleeve. Pull your hand out and shout “Shazamm!”

Disappearing Rabbit

Hold hands to the side of your head like bunny ears and shout “Poof! Poof! Poof!”

Magician Applause

Take the imaginary hat off your head, make a magical gesture over the hat, and say “Presto!”

Magic Hand Applause

Applaud with your hands in front of you, then with your hands behind your back while you say, “Now you see them, now you don’t!”

Handkerchief Cheer

Hold a handkerchief up and drop. Applause continues until the handkerchief hits the ground.

Magic Cheer

Have the group wave their hands back and forth and say “Hocus pocus!” three times.

Magicians Cheer

Pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say “Ta-da!”

Magic “Tricks”

CUB SCOUT 1: Betcha I can stay under water for a full minute.

CUB SCOUT 2: Betcha you can’t.

CUB SCOUT 1: (Takes a glass of water from behind his back, holds it over his head, and starts to count.) One one thousand, two one thousand, three one thousand . . .

January



CUB SCOUT 1: Give me a penny and without looking at it, I'll be able to tell you the date.

CUB SCOUT 2 (handing boy a penny): OK, let's see you do that.

CUB SCOUT 1: The date is (says today's date).

CUB SCOUT: I have a magic pencil. If someone mentions a color, my pencil will write that color.
(Whatever color is chosen, the boy writes the word for that color, displays it, and takes a bow.)

CUB SCOUT 1: Knock, knock.

CUB SCOUT 2: Who's there?

CUB SCOUT 1: My magic hat goes.

CUB SCOUT 2: My magic hat goes who?

CUB SCOUT 1: I didn't know you could pull an owl out of your hat!