

# ABRACADABRA: APRIL 2008 CUB THEME

## Den Leaders

Wolf (Achievements)	Wolf (Electives)	Bear (Achievements)	Bear (Electives)
6 Start a Collection	1a secret code 1b invisible ink 1c sign language 2 Be an Actor 12c mix colors 17 Tie it Right 21 Computers	9a make cookies 9b den snacks 9f dessert for family 22 Tying It All Up 22e magic rope trick	9(a,b,c) Art 13a 3 magic tricks 13b put on magic show 13c 4 puzzles 13d 3 rope tricks 22b Collection
Art Belt Loop Communicating Belt Loop Museum of Natural History Patch		Computer Belt Loop Science Belt Loop	

### OPENING/FLAG

**Cub Magic** York Adams Area Council  
 Personnel: 8 Cub Scouts  
 Equipment: Eight Cards spelling C-U-B-M-A-G-IC.  
 Setting: Cubs stand in line holding cards to turn over before reading their part.  
 Cub #1: C - is for comradeship, we learn to get along.  
 Cub #2: U - is for unity, together we are strong.  
 Cub #3: B - is for boys, wild and wooly but always polite.  
 Cub #4: M - is for merits, which we always have insight.  
 Cub #5: A - is for adventure, what we're always looking for.  
 Cub #6: G - is for growth, to open every door.  
 Cub #7: I - is for integrity, for all the world to see.  
 Cub #8: C - is for Cub Scout, which we are all glad to be.

A Cub Scout or Webelos Den Carries in the flag and posts it. Each boy takes a turn reading the following:

It's great to be an American, this is greatly known  
 and the beauty of this land has a magic all its own.  
 The magic of America does not come from a spell.  
 It comes from you and me, who love it, oh, so well.  
 The wave of a magic wand did not buy us liberty.  
 Great men and women died, so we might all live free.  
 So let us all now pledge  
 to always do our part,  
 for the magic of America  
 lies deep within our hearts.  
 (Ask the audience to stand and recite the Pledge of Allegiance.)

**Magic of America** (Baloo's Bugle 2002)

### CHEERS

**Magic Cheer:** Group waves hands back and forth and says "Hocus Pocus, Abracadabra, Alakazam!!"  
**Magicians Cheer:** Pretend to take off a top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say "TA DA!!"  
**Magicians Cheer 2:** Pretend to take off a top hat & wave your hand over the hat while saying "Abracadabra". Then pretend to reach into the hat & pull out a lion with a "ROAR!" Quickly stuff it back & say, "Wow!!"  
**Standing Ovation Cheer:** Stand, clap & yell, "Encore, Encore!"

### RUN-ONS

- Did you hear about the magician who was walking down the street? He suddenly "turned into a pet store!"
- What do you get when you cross a rabbit with a lawn sprinkler? Hare Spray.
- Why did the magician cancel his show? He just washed his hare and couldn't do a thing with it.

Cub #1: Knock, Knock  
 Cub #2: Who's There?  
 Cub #1: My Magic Hat Goes  
 Cub #2: My Magic Hat Goes Who?  
 Cub #1: I didn't know you could pull an OWL out of your hat! (Santa Clara Pow Wow Book 2002)

### PRE-OPENER

**Magic Words** (Santa Clara Pow Wow Book 2002)  
 Fill in the missing letters below with vowels to complete the magic words:

P R \_ S T \_  
 \_ B R \_ C \_ D \_ B R \_  
 \_ P \_ N S \_ S \_ M \_  
 S \_ M S \_ L \_ B \_ M \_  
 \_ L \_ K \_ Z \_ M \_  
 S H \_ Z \_ M \_  
 H \_ C \_ S P \_ C \_ S

Answers: Presto, Abracadabra, Open Sesame, Sim Sala Bim, Alakazam, Shazam, Hocus Pocus

## Audience Participation

### **The Magician and the Mouse** (Santa Clara Pow Wow Book 2002)

MAGICIAN: "Abracadabra!" CLOUD: "Puff, Puff" WIND: "Whoos

MOUSE: "Squeak, Squeak"

One day a mighty MAGICIAN went swimming and saw a MOUSE drowning in the river. He pulled the MOUSE out of the water and transformed it into a beautiful maiden. She was so lovely that the MAGICIAN thought he would try to find her the most splendid husband of all.

"Marry the sun!" he said to the girl.

The girl replied: "No, I won't marry the sun. It hasn't any legs and has fiery arms. All day it wanders around the world and at night it disappears. And anyway, it already has two wives, light and shade."

"But the sun is all powerful," objected the MAGICIAN.

"No, I'm not all powerful," interrupted the sun. "A CLOUD is stronger. If it wants, it can conceal me."

"Marry a CLOUD then!" said the MAGICIAN to the girl.

"No, I won't marry a CLOUD. A CLOUD is black, and water flows from it. No one likes CLOUDS, they make everything wet. And then a CLOUD has a wicked son, lightning."

"But a CLOUD is all powerful," said the MAGICIAN.

"I'm not all powerful," said the CLOUD. "The WIND is stronger. If it wants, it can blow me away."

"Marry the WIND," said the MAGICIAN to the girl.

"No, I won't marry the WIND. It's always running somewhere, annoying people, and if it touches things they break or dry up. I don't want to marry the WIND."

"But the WIND is all powerful," said the MAGICIAN.

"I'm not all powerful," howled the WIND. "The hill is stronger, I always dash myself to pieces against it."

"Marry the hill then!"

"No, I won't marry the hill. It's made of nothing but stones and thistles. What would I do with a hill?" said the girl.

"But the hill is all powerful," said the MAGICIAN.

"I'm not all powerful," thundered the hill. "Brother MOUSE is stronger; he can gnaw away and undermine me, if he chooses."

"Will you marry Brother MOUSE, then?" asked the MAGICIAN.

"Yes," replied the girl, and she smiled at the MOUSE with his strong, sharp teeth and red eyes.

So the MAGICIAN changed the girl back into a MOUSE and she ran off with the other MOUSE into a field.

## SONGS

### **Where Has My Magic Hat Gone?**

("Where Has My Little Dog Gone?")

Oh where, oh where has my magic hat gone?

Oh where, oh where can it be?

With its tall black top and its wide stiff brim,

Oh where, oh where can it be?

### **CUB SCOUT MAGIC**

(Tune: Are You Sleeping)

Cub Scout magic.

Cub Scout magic.

Tricks are fun.

Tricks are fun.

I can fool my brother,

Maybe even mother,

Everyone, everyone.

### **THE MAGIC OF SCOUTING**

(Tune: On Top of Old Smokey)

The Magic of Scouting is more than just play,

With The Law and The Promise to show us the way.

It's found in each Pack and it's found in each den,

Where leaders and parents help boys become men.

So whether we're Wolves, Bears, or those Webelos,  
The Magic of Scouting will help us to grow.

We'll role up our sleeves and get ready to work,

The memories we're building, can alter the earth.)

### **Cub Scout Magic**

(Tune: Alouette) York Adams Area Council

Cub Scout Magic,

I like Cub Scout Magic!

Cub Scout Magic

It's a lot of fun!

Chorus:

Do you like to be amazed?

Yes, I like to be amazed!

Do you like my magic wand?

Yes I like your magic wand?

Be amazed, Be amazed,

Magic wand, Magic wand,

Ohhh.

Cub Scout Magic,

I like Cub Scout Magic!

Cub Scout Magic

It's a lot of fun!

### **Bring Back My Bunny to Me** York Adams Area Council

My hat is right there on the table,

My hat's here, as all you can see.

With magic I'm quick and I'm able,

But where could my white rabbit be?

Bring back, bring back,

Oh Bring back my bunny to me, to me,

Bring back, bring back,

Oh Bring back my bunny to me, to me!

## GAMES/ ACTIVITIES/ CRAFTS

### **ABRACADABRA SPELLING GAME**

Santa Clara Pow Wow Book 2002

Supplies: a package of 5x8 inch colored index cards: 11 yellow cards, 11 blue cards, 11 red cards

Preparation: With a thick black marker, write out the word 'ABRACADABRA' onto the 11 yellow cards, with a single letter of the word on each card. Repeat with the 11 blue cards, and then with 11 red cards.

This is a good game for a large group. Combine all 33 index cards into one stack, and thoroughly mix up all of the cards.

Distribute the cards in random order to everyone in the group, with each person taking one card. Everyone holding an index card must group themselves with others who are holding the same colored card. When the group has found all 11 people with their color, the group must form a line, so that their letters they are holding will spell the word:

'ABRACADABRA'. The first team to line up with the correctly spelled word and shouts, "Abracadabra, Alakazam!" is declared the winner. For a larger group, add another set of 11 cards with a different color.

### **Bunny Hop Races**

- individuals hop to a line then hop back and touch next team member to go (relay type)
- teams learn & then do the Bunny Hop together to the finish line, 1st team there wins

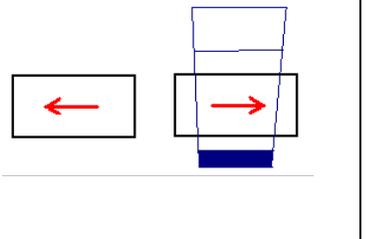
### **Top Hat Toss**

Put 1 (or more) black top hat(s) in the center, players toss stuffed bunnies, bean bags, ping pong balls (whatever) into the hats. It can be scored for individuals to win or have team members have similar items and give team scores. A team or individual with the most items in the hat(s), after a specified time, wins.

### **THE REVERSING ARROW** (Santa Clara Pow Wow Book 2002)

Draw an arrow about one inch long with a magic marker in the center of a 3x5 inch index card. Lean the card upright against another object, with the arrow pointing left. Tell the audience that you can reverse the direction of the arrow without moving the card or touching it at all.

Secret: This trick works through the use of a scientific principle. Take a tall clear glass and fill it with water, then place it about 3 inches in front of the card. Look at the arrow through the water - the arrow will appear to have reversed directions!



### **THE FIVE GLASSES PUZZLE** (Santa Clara Pow Wow Book 2002)

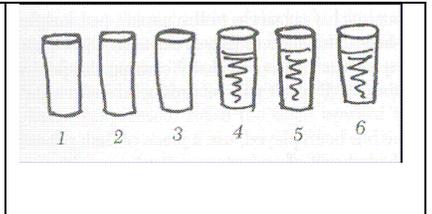
Arrange five glasses in a row, with the center three filled with water; the end glasses are empty. The puzzle is to rearrange the glasses so that they are alternately empty and full. The glasses will end up so that every full one is next to an empty one. You are allowed to move only one glass.

Solution: Pick up the middle glass, drink the water, and put the glass back where it was sitting. Every full glass is now next to an empty one; the difference is that there are only two full glasses instead of three.

### **THE SIX GLASSES PUZZLE** (Santa Clara Pow Wow Book 2002)

Arrange six glasses in a row as shown. The three on the right are filled with water. The three on the left are empty. The puzzle is to arrange the glasses so that they alternate, full and empty. You are allowed to move only one glass.

Solution: Pick up glass number five, pour its contents into glass number two, then replace it in its original spot.



### **BOUNCING BUTTONS**

Stir a teaspoon of baking soda into a glass of water. Drop in some plastic buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons drop back to the bottom to collect more. They will bounce up and down for a while. Add more vinegar to keep them going when they slow down.

### **MAGIC PAPER CLIPS** Materials: 2 paper clips and a dollar bill.

Fold a dollar bill into thirds (*S shape*) and hold it in that position with two paper clips placed over each end and the center. Now pull the ends of the dollar bill in opposite directions quickly. The paper clips will jump into the air and hook together!!

### **JUMPING RUBBER BAND** <http://www.goodtricks.net/band.html>

### **HOLE IN HAND TRICK** <http://www.nationalgeographic.com/ngkids/trythis/tryoptical3.html>

**FLOATING GRAPE OR RAISINS** <http://pbskids.org/zoom/activities/sci/dancingraisinsii.html> (One jar has plain water; the grape will sink. Bring out same type of jar, but prepare it with club soda water-not too early so the bubbles are strong-say some magic words; the grape will float.)

### **FOUR CROSS COINS** <http://www.creativepuzzels.nl/spel/speel1/puzzel43-2.htm>

### **PUZZLES** <http://www.narranga-p.schools.nsw.edu.au/funpage.html>

### **Milk/Food Coloring** - <http://www.stevespanglerscience.com/experiment/00000066>

### **Dancing spaghetti or raisins** - <http://www.bestedsites.com/dancingspag.html>

### **Easy-to-do Magic Tricks for Children** By Karl Fulves (Loopy loop, Wuffle tube)

### **Mathematical Fun, Games and Puzzles** By Jack Frohlichstein

### **Cub Scout Leader How To Book**

### **Den Chief Handbook**

## SKITS

### **The Invisible Bench** York Adams Area Council

Need: 4 (or more) scouts .

1st boy is squatting as though sitting on an invisible bench. The 2nd boy comes in and asks what the first is doing. 1<sup>st</sup>: "I'm sitting on the invisible bench." 2<sup>nd</sup>: "Can I join you?" 1<sup>st</sup>: "Sure, there's plenty of room." Second boy pretends to sit. 3rd boy comes along, and the scene repeats. Go on for as many boys as you want.

When the last boy comes along, asks and is answered, he says "But I moved it over there this morning!"  
AAAAHHHHHH!!!! All seated boys fall down.

### **X-Ray Eyes** Heart of America Council

Say, "And now for the greatest trick of all. I'll show you that I have X-ray eyes. I can see what's on a paper even if the paper is covered. "Who wants to write something?" Have the volunteer write something on the paper and fold it in half. Tell him to put it on the floor and stand on it. Tell the audience you can see what's on the paper if you concentrate. Concentrate by putting hand to brow and making a few faces. Then suddenly you know! Say, "I can see what is on the paper! It's his big feet!"

### **The Growing Machine** York Adams Area Council

The cardboard box needs to be large enough to hold one of the players and various props. "Load" it and push it on stage, where a narrator explains that this marvelous machine has been invented by tonight's guest, Professor \_\_\_\_, who will demonstrate its tremendous powers. He introduces the professor, who enters carrying a bag of his props. The professor explains he has invented a wonderful machine that makes things grow. He proceeds to demonstrate. He pulls a small piece of paper from his sack, pushes buttons, etc., and throws in the piece of paper (sound effects, flashing lights). The player inside throws out a paperback book. The demonstration continues with small ball in, large ball out; piece of string in, hunk of rope out; etc. Finally, the professor throws in a baby doll. The player inside jumps out in baby clothes, cries "Daddy!", and chases him off stage.

## CUB GRUB

### **EDIBLE WANDS**

Materials: pretzel rods (long thick straight pretzels), white frosting in a tub, knife or small spatula, small bowl, edible star sprinkles, wax paper Scoop out a small amount of frosting and put in a small bowl. Note: The pretzels will make the frosting taste salty, so only take out how much you need. Dip the pretzel in the frosting and twist and pull the pretzel out of the frosting. Sprinkle with star sprinkles. Press the stars into the frosting, if needed. Place on the wax paper and put in the refrigerator to set up. (Or dip pretzels in white chocolate & roll in sprinkles)

### **CHOCOLATE WIZARDS HATS**

(Recipe from Family Fun)

1 Brownie mix baked in a 10X15 inch jelly roll pan

Ingredients: 12 chocolate sugar cones  
(Hats) 12 3-1/2 inch brownie circles, plus scraps  
1 quart chocolate ice cream  
colored sprinkles

2. Cool the brownies on a wire rack. When brownies are completely cool, cut into 12 3-1/2 inch circles with a round cookie cutter or by tracing a 3-1/2 inch hole with a small paring knife. Wrap each cut brownie in plastic wrap and save the trimmings in a plastic bag. Remove plastic wrap when you are ready to complete the hat.

3. To make the hats, use the brownie scraps to stuff into the bottom of the sugar cones. Fill the rest of the cone with a large, upside-down scoop of ice cream. Flip the cone upside down and place in the center of the brownie circle. To make the hats more colorful, dip the top edge of the cones in melted chocolate then roll them in the colored sprinkles (before filling the cones). Repeat. Makes 12 Wizards Hats.

## CLOSING/ CUBMASTERS MINUTE

### **The Magic of Cub Scouting Closing**

To take a little boy and help him grow into a man - That's magic. To teach him how to make things and let him know he can - That's magic. To watch him learn the Cub Scout Promise and apply it in his life - That's magic. To see him grow in mind and body, overcoming strife - That's magic. To watch his family beam with pride at everything he'll do - That's magic. And to love him even if things don't go as he wanted them to - That's magic. As his Scouting leaders, we also beam with pride, because we know he's learning and growing up inside. That's Cub Scout Magic.

Santa Clara Pow Wow Book 2002

It's Up to You (or **The Magic of a Day**)

Baloo's Bugle Vol.8 Issue 9

Heart of America Council

Personnel: 5 Cub Scouts

Equipment: None

1st Cub: God gave you this day to do just what you would, You can throw it away; or do some good.

2nd Cub: You can make someone happy; or make someone sad. What have you done with the day that you had?

3rd Cub: God gave it to you to do just as you would, you can do what is wrong; or do what is good.

4th Cub: You can hand out a smile; or just give 'em a frown, You can lift someone up; or just put them down.  
frown, You can lift someone up; or just put them down.

5th Cub: What did you do with your beautiful day? God gave it to you; did you throw it away?