**Resource Sheet: January 2021 Roundtable**

Scout Law Point for February: Cheerful / Pack Meeting Theme: “Abracadabra”

**February Roundtable: 1st Tuesday, 2/2/21 – via ZOOM - at 7:30**

**Scout Law Point for March: Trustworthy Pack Meeting Theme: “Cub Scout Investigators”**

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| **Theme Discussion:**  The Point of the Scout Law being highlighted for Cub Scouts in February is Point #8: A Scout is Cheerful. Scouts look for the bright side of life. They cheerfully do tasks that come their way. They try to make others happy.  **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.  **Opening Ceremony: MAGIC**  *Props: Script for each Cub Scout. MAGIC 5-window slider (see handout) with M-A-G-I-C behind the windows, and a slider to pull across to reveal each letter until MAGIC is visible after #5 speaks. Small American Flag.*  *Personnel: 6 readers, plus one person to share their screen and use the slider to reveal “MAGIC,” and the American Flag.*  **Cub Scout #1:** (M is revealed)MAGNIFICENT CUB  SCOUTS…  **Cub Scout #2:** (A is revealed) AMAZE FRIENDS AND  FAMILY,  **Cub Scout #3:** (G is revealed) WITH GREAT TRICKS  **Cub Scout #4:** (I is revealed) AND MYSTICAL ILLUSIONS!  **Cub Scout #5: (**C is revealed)YOU WILL CHEER!  **Cub Scout #6:** Please join us in the Pledge of Allegiance. *(Person displaying MAGIC slider switches to display flag.)* Scout salute:  I pledge allegiance to the Flag of the United States of America, and to the Republic for which it stands, one nation under God, indivisible, with liberty and justice for all. Ready, two. (All put salute down.)  **Prayer: Magic All Around**  We pray that we may see all the magic around us: the beauty of the snow, the winter fun, the promise of spring, the love of our families. Let us always be thankful for the people, places, things, and opportunities we have been given. Amen.  **Game: “Magic Show Relay”**  Form Dens into relay lines. At the other end of the game area, have a pile of magic “equipment” for each Den, including: cape, wand, animal inside top hat. First person in each Den runs to the Den’s magic pile, puts on the cape, picks up the wand, yells “Abracadabra” and pulls the animal from the magic hat; then puts down the wand, replaces the animal, and runs back to the Den with the cape. He/she puts the cape on the next person in line, who runs down and repeats the wand and animal from the hat. Continue until all are done. The Den yells together “Al-a-ka-ZAM” to indicate they are finished.  **Game: Magician Words**  See how many words your Den can make from the letters in MAGICIAN. Letters can only be used twice if they appear twice in MAGICIAN. There are at least 20 words!  **Craft: Magic Wand**  *Materials:* ***Magic-w****and-length sticks, hot melt glue and glue guns, paint or other decorative items (optional)*  Have each Cub Scout select a stick for his/her magic wand. Carefully cover handle end of wand with hot-melt glue lines to make a “grip.” Wand can be painted if desired, or left natural. Make sure Cub Scouts know that wands may only be waved a safe distance from anyone or anything.  **Snack: Edible Magic Wand** *(Make in advance!)*  *Materials: Pretzel Rods, icing, sprinkles*  Cover top 2/3 of pretzel rod with icing, then cover icing with sprinkles. Allow icing to dry. Make sure Cub Scouts know that wands may only be waved a safe distance from anyone or anything. Eat when finished using!  **Magic Show: Karnak the Magnificent**  *Personnel – Karnak dressed in magic robes with turban on head, Worthy Assistant, “plant” in audience*  *Props – Slips of paper, pencils, container to hold written messages*  *Set up - In advance, the audience members are given slips of paper and are asked to clearly write a short, 4-5 word message, on the paper, then fold the paper in half.. The papers are collected into a container. NOTE: The “plant” in the audience does not put in a message.*  Show - Karnak walks magnificently onto the stage, followed by his Worthy Assistant, then proclaims: “I am Karnak the Magnificent, and I am able to read your messages without looking at them! Worthy Assistant, please hand me a message.”   1. Worthy Assistant selects a message and passes it over. 2. Karnak presses it to his forehead, then announces something he makes up. 3. The plant in the audience says, “Oh, my goodness….I wrote that!” 4. Karnak opens the message and shows it to the assistant. Both agree that it’s correct, while at the same time Karnak memorizes what it actually says. 5. Karnak asks for another message, and the Worthy Assistant complies. 6. Karnak presses the new paper to his forehead, then announces the message that was on the previous paper. 7. Of course, someone in the audience says they wrote it! 8. Karnak opens the new message, shows it to the Worthy Assistant, and continues as in (4). 9. The trick can go on repeating 5-8, then back around. Karnak and the Worthy Assistant should ham it up as much as possible. 10. Stop when the audience is ready!   **Magic Show: Karnak’s Mind Reading**  Worthy Assistant announces, “Now that he has proven he can read written messages, we’re going to show that the Great Karnak can also read minds! Mighty Karnak, please leave the room. Karnak steps out of the room and the audience agrees on an item in the room as the secret item that Karnak must identify. Karnak is called to return, and all are asked to think about that item to see if he can read their collective minds. The Worthy Assistant queries Karnak, “Is it this?” pointing to various items, until the correct one is guessed. (Trick – the item mentioned after a black item is the correct item.) |  | **Applause: Al-a-ka-ZAM!**  *[Twirl your index finger up in the air and slowly say]* “Al-a-ka…” *[then quickly point at the person getting the applause and say]* “ZAM!”  **Run-ons:**  *Cub Scout pairs, for each run-on, run up to the microphone and say their lines slowly and clearly, then leave. Cub Scout #1 asks the question; #2 gives the answer, or you can use a more extended version as shown below in A.. After each run-on, a third Cub Scout can wave a sign that says “GROAN” for the audience to see. (The “GROAN” sign is good for Cubs who don’t feel comfortable speaking.)*  **RUN ON A- Cub Scout 1:** My magic pen will write any color. **Cub Scout 2:** How about \_\_\_\_\_?  **Cub Scout 1: [***Writes the name of the color on paper, then holds it up saying:]* Ta-Da!  **RUN ON B** - **Cub Scout 1:** I have magic powers. I can stand under water for a FULL MINUTE! **Cub Scout 2:** WOW! I don’t believe it! **Cub Scout 1:** *[pulls out cup of water and holds it over his head]* Ta-da!  **Closing Ceremony: Magic Words**  *Props: Scripts with the Magic Words written on back: Please, Thank You, You’re Welcome, Excuse Me, Have a Nice Day..*  *Cub Scouts 2-6 hold up their scripts when they say their magic words, and keep holding them up*.  **Cub Scout #1:** We have seen a lot of magic here tonight. But there is another very special kind of magic here that we can’t see. It is the magic of words.  **Cub Scout #2:** PLEASE!  **Cub Scout #3:** THANK YOU!  **Cub Scout #4:** YOU’RE WELCOME!  **Cub Scout #5:** EXCUSE ME!  **Cub Scout #6:** HAVE A NICE DAY!  **Cub Scout #7:** These are simple but important words that tell someone else you are friendly, courteous, and thoughtful.  **Cub Scout #8:** Add kind deeds to the magic of words and the possibilities are unlimited. As you leave our meeting tonight, please remember these magic words and use them daily to add magic to your lives!  **Journey to Excellence - "The BSA method for annual planning and continuous improvement"**  Set up your Pack for its 2021 Journey to Excellence. Review the 2021 form and get started on your path to continuous improvement. See the 2021 JTE scorecard at:  <https://www.scouting.org/awards/journey-to-excellence/unit/>. The explanations of the criteria are not on the back of the 2021 scorecard, but are shown on the reverse of the 2020 scorecard found at the same link.  **Magic Tricks Link:**  <https://www.thesprucecrafts.com/magic-tricks-for-beginners-and-kids-2267083>  **Cubmaster’s Minute:**  We’ve had a lot of fun tonight with amazing feats of Cub Scout Magic. But the ***REAL*** magic of Cub Scouting is not in the silly stunts, the clever tricks, or the surprising feats. The ***REAL*** magic is in the friendships that are formed, the abilities and talents that are developed and nurtured, and the respect for people, country, and God that is learned as boys move together through the Cub Scout program. That’s the ***REAL*** magic of Cub Scouting. Now, it’s your turn to do a magic trick….Take all of this back families and HAVE FUN!!!  **Audience Participation Skit: The Magician’s Mistake**  Separate the audience into six groups. Assign each group a part with its corresponding action & saying, and get each group to practice one time. Have the groups stand and respond when they hear their part mentioned as the story is read.  CUB SCOUT: *(Make Cub Scout Sign)* Do your best! TOP HAT: *(Pretend to take off hat))* Abracadabra! CAPE: (Pretend to flip cape over shoulder) Alacazam! MAGIC WAND: (Pretend to wave wand) Hocus Pocus!  RABBIT: (Jump up and down with hands in front like rabbit paws) I work for carrots!  SPRING: (Bounce up and down) Boing! Boing!  There once was a CUB SCOUT who really wanted to be a magician. Every day the CUB SCOUT practiced his magic skills. He would put on his TOP HAT and his CAPE, grab his MAGIC WAND and work on his favorite trick – pulling a toy RABBIT out of his TOP HAT!  The CUB SCOUT worked and worked on his trick, but sometimes the RABBIT stayed in the TOP HAT, because the toy RABBIT was a little large for the size of the TOP HAT. The CUB SCOUT tried everything to perfect his trick. He waved his MAGIC WAND back and forth and up and down, but the RABBIT still stuck sometimes. He tried covering the TOP HAT with his CAPE, but he got tangled up.  Then the CUB SCOUT had an idea! He had a coiled SPRING left over from a Den project. He grabbed the SPRING and put it into the bottom of the TOP HAT. He then shoved the toy RABBIT down into the TOP HAT. He timed his trick, knowing that the SPRING would release and pop the RABBIT out after a few seconds.  The CUB SCOUT practiced every day – throwing back his CAPE and waving his MAGIC WAND, and watching the SPRING uncoil and the RABBIT appear on time! Finally, he was ready for an audience.  The CUB SCOUT headed for the kitchen to perform for his mother. The CUB SCOUT set his TOP HAT on the table, threw back his CAPE with a flourish, waved his MAGIC WAND, and presto!! The SPRING uncoiled right on time and propelled the RABBIT out of the TOP HAT and right into the pot of soup that his mother was making. Mom was not amused and sent her son back to his room.  The moral of the story is: Everyone loves a good magic trick, but no one wants to find a hare in his soup!!  **Demonstrations or Other Activities:**  If there is a Den that needs to do some type of activity at your Pack Meeting for the completion of an Adventure this month, make sure to plan for it! |