

# What's the big idea

Forces of Nature



- Short Activity
- Long Activity
- Potential Adventure Skills step
- Potential Special Interest badge step

Make up a tasty potion

Dress up as a wizard or witch

Tell a story about Magic

Hold a Harry Potter Sleepover in den

learn some magic tricks

Play some halloween games

Learn a card trick

Have a magic show



# Magic

# What's the big idea

The idea is to explore the concept of magic and mystery. The adventure can be linked to wizards/druids as well as circus shows and concerts. Magic allows the beaver scouts to express themselves and also can aid in hand and eye coordination and skill.

In the context of the 'Tribe' Theme, magic has a big part to play in the tribe. The wise man or Druid of the tribe often had many magic and conjuring tricks that were used to amaze people. Also these 'Wisemen' were healers and had knowledge of plants and herbal recipes. Through study and passed on knowledge they knew about the stars and the seasons and as a result when to plant and harvest seeds and plants. So, to tribal people this was magic !!



# Magic



## Ideas on what to do

### Plan

In your Lodge, plan a few magic tricks to do for the others in the Colony. Every Lodge should try at least one simple trick.

### Do

Some simple magic tricks could include: the disappearing coin, the rotating arm, the misplaced coin, find a card and reading your mind. These are simple tricks and widely known but hopefully the Lodges haven't heard about them yet!!

### Review

In the Lodges again, see what tricks each member remembered and if they learnt anything new from others.

Did any Beaver Scouts keep some trick props in their memory bags?

## Comments

Have a party with a magician showing some of his/her tricks.

## Resources

Magic trick books like "Easy-to-Do Magic Tricks For Children" (Dover Books on Magic)

A coin. A deck of cards