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Rabbit, Hat, Wand with Hoops Game

This begins with a variation of Rock, Paper, Scissors and adds movement.

Rabbit, Hat, Wand is substituted for Rock, Paper, Scissors. The rabbit sign is two fingers extended (like the peace sign). The hat sign is the hand held with the thumb and forefinger touching, the rest of the fingers curled like the forefinger with the thumb on top. The wand is the forefinger pointing out with the rest of the fingers curled in. The rabbit beats the wand, the wand beats the hat, and the hat beats the rabbit.

I use 24 thirty-inch hula hoops that are spaced out like gameboard steps. They should be touching or close to each other (during the game they may get pushed apart so the referee should try to push them back in position). The players are divided into two teams (they do not need to be equal) lined up at each end of the trail of hoops. When the referee gives the signal, the first person in line for each team, hops from hoop to hoop until they meet somewhere between the teams. They then play Rabbit, Hat, Wand. The loser returns to the back of their team's line. As soon as the new player starts forward in the hoops, the player who won can continue hopping toward the other team. Wherever they meet, they play Rabbit, Hat, Wand to determine who returns to their team and who continues forward. The game (or a round) is finished when one team member wins Rabbit, Hat, Wand while at the opposing teams first two hoops.

Hand Motions for Traits of a True Magician

RESPECTFUL – One hand salute.

PREPARED – Both hands come together with palm to palm then open like a book.

ENTHUSIASTIC – Both hands with fingers spread at head level waving (sign language for applause).

CONFIDENT – Superhero pose (fisted hands on hips).

HUMBLE – Both hands one on top of fist at chest level with slight bow (martial arts bow).

CREATIVE – Both hands touch temples then explode out.

AUTHENTIC – Both hands cover heart.

GIVING – Both hands move from chest out to side at waist level.

Cow Pasture Group Challenge

This is an exercise in working together as a team, memory, and focus.

An 8x8 grid of one-foot squares is marked out with tape. It can be made with painter's tape on a floor or, as I do, made with electrical tape attached to a plastic drop cloth. The leader has an 8x8 grid on a piece of paper with the path marked by putting X's where "cow paddies" are located and stands on the side opposite the team. The goal of this exercise is for all the team members to cross from one side of the cow pasture to the other without stepping in the manure. Once the challenge begins, the team members may not speak or make noises. One person at a time steps on a square in the first row. If the square is empty the person can then move forward or to the left or right to another square (they may not move diagonally). If the square contains a "cow paddy" they move to the back of the group (to "clean" their shoes) and the next group member steps on the grid. As each member progresses to the other side the rest of the team pays attention to which squares are safe and which ones to avoid. The challenge is complete when all the group members have successfully arrived on the other side. I will have a downloadable blank grid and a sample of a prepared grid. The leader can adjust the difficulty of the challenge by creating easy or harder paths.