

CREATING MAGICAL MOMENTS

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Read this to yourself. Read it silently.
Don't move your lips. Don't make a sound.
Listen to yourself. Listen without hearing anything.
What a wonderfully weird thing, huh?

**NOW MAKE THIS PART LOUD!
SCREAM IT IN YOUR MIND!
DROWN EVERYTHING OUT.**
Now hear a whisper. A tiny whisper.

Now, read this next line with your best crotchety-old-man voice:
"Hello there, sonny. Does your town have a post office?"
Awesome! Who was that? Whose voice was that?
It sure wasn't yours!

How do you do that?
How?!
Must be magic.

Thursday

Weather Report

Compare how you are feeling to a weather forecast, i.e. I am feeling sunny today. I am feeling overcast with a chance of sun this afternoon.

BINGO

Set Up:

Fill in the bingo boxes. Think of interesting human characteristics, personalities, and life facts OR collect facts specific to the people in your group for the bingo matches. Some examples could be:

- owns or has owned a pet
- commutes to school/work
- has gone to a sporting event
- has visited another country
- has tried a different cuisine outside of their own
- has ever won something
- has more than two pets
- has worked in another state
- has a social networking account

Goal:

To be the first one to fill your card with signatures.

How to Play:

You must get to know the other players by asking them questions about themselves. If you find a box that applies to the person you are talking to, have them sign the box. You can only have one signature per person on your card.

On the Bus

Set Up:

Lay two ropes parallel to each other with space in between. This will be the bus.

How to Play:

Have participants get on the bus (stand between the two ropes). You will give them two options, one for each side of the bus, and they must choose one – they cannot stay on the bus.

Examples:

- dogs or cats
- hotdogs or hamburgers
- summer or winter
- sports or arts
- chips or chocolate
- computers or books
- etc.

Guess Who?

Becky - <http://www.dots-n-spots.com/guess-what-i-bought/>

1. Have participants create 10 clues that describe them. Encourage them to throw in some details that pretty much set them apart from everyone else.
2. Have participants draw a self-portrait (or take their photo).
3. Take a sheet of construction paper and fold it hamburger bun style.
4. Glue the clues onto the front flap of the paper and glue their self-portrait or photo on the inside.
5. Hang the finished product around the room and try to guess who is who!

The Ripple Effect

Camp Code, Episode 1: 12 Things You Should Say During Your Staff Training, point #6 - You will make ripples <http://camphacker.tv/camp-code/>

One person plops self in middle of the floor (like a stone into a lake) and says an incident (ex. I was really bad at archery but then my counsellor took his hour of time off to help me with archery)

Next person runs around the first person to demonstrate that they are the ripple. Talk about what one of the ripples COULD be from that event

Another runs in if thought of something and runs around both people, say what ripple effect could be of second person – later in life or the following afternoon

Gratitude

The quality of being thankful; readiness to show appreciation for and to return kindness.

9 Ways to Cultivate Gratitude - <http://www.unstuck.com/gratitude.html>

1. Notice your day-to-day world from a point of gratitude and be amazed at all the goodness we take from granted.
2. Keep a gratitude journal. All it requires is noting one or more things you are grateful for on a daily basis. No fancy notebook, no computer program required.
3. If you identify something or someone with a negative trait (the cold conference room), switch it in your mind to a positive trait (the conference room with a great view).
4. Gratitude requires humility, which the dictionary defines as “modest and respectful”. Explore where it fits in your life.
5. Give at least one compliment daily. It can be to a person or it can be asking someone to share your appreciation of something else (“I love how quiet it is in the morning, don’t you?”).
6. When you find yourself in a bad situation ask: What can I learn? When I look back on this, without emotion, what will I be grateful for?
7. Vow to not complain, criticize, or gossip for 10 days. If you slip, rally your willpower and keep going. Notice the amount of energy you were spending on negative thoughts and actions.
8. Sound genuinely happy to hear from the people who call you on the phone. Whether the caller responds with surprise or delight, he’ll know you value speaking with him.

9. Become involved in a cause that's important to you. Donate money or time or talent. By joining in, you'll gain greater appreciation for the organization, and it will appreciate you more too.

5 Do's and Don'ts to Make the Most of Giving and Receiving of Admiration -

<http://www.unstuck.com/gratitude.html>

- DO be genuine. False praise is easy to spot, and it undermines your trustworthiness.
- DON'T give back-handed compliments, such as "You throw a ball well for a girl".
- DO be as specific as possible. Vague: "I like how you redid your living room." Specific: "I like the colour choice of your living room walls. It's a perfect accent with the rug and drapes."
- DON'T brush off a compliment given to you. It's like returning a gift.
- DO smile and say thank-you when you receive a compliment.

Planning a Magical Moment

When planning a magical moment, some of the things you need to think through are:

- What does this person/this group like?
- Are there things that they don't like?
- What time of day will this happen?
- How long do I want this moment to last? 1 minute? 10 minutes? 30 minutes?
- What supplies do we have?
- What set up and clean up needs to be done, if any?

Friday

Magic Tricks

<http://www.goodtricks.net/>

Card and Coin Vanish

The Trick: With the wave of the hands, the card or coin vanishes.

1. Lay a card or coin on the table in front of you.
2. Wave your hands over it a couple of times.
3. To vanish the coin, snap first finger and thumb directly over card or coin, flicking it into your lap. This move is hidden from view by the other hand waving over the card.

Spoon Bending

The Trick: With the power of your hands, you bend the spoon. But magically, once done, the spoon is unbent.

1. Take a spoon, show that it is an ordinary spoon.
2. Place spoon perpendicular to the table, shovel side down, clasped in your hands so only the shovel is showing.
3. Concentrate really hard as you “bend” the spoon by slowly letting the handle of the spoon drop to the table.
4. Reveal that the spoon was, in fact, not bent at all!

Amazing Jumping Jack

The Trick: Three cards are presented to the audience, two jacks and a non-face card. The cards are clearly displayed, front and back. The magician then deals the cards on the table, face down. When the cards are turned over, the non-face card has been replaced by a jack.

1. Make a gimmicked card by taking any non-face card and cutting it in half with scissors. The two halves should then be stuck back together with sticky tape (the top and bottom of the card should be touching and then taped)
2. The gimmicked card should be saddled over the middle jack of the three and the other two jacks placed either side of this card.
3. Fan the cards vertically so that the top third of all three cards is visible.
4. Next, holding the cards together, present both the front and back of the trio, then proceed to place each card face down on the table (this should be done with your palm facing downwards).
5. The three jacks should be drawn from your hand, while the gimmicked card is secretly retained in your palm and sneaked away out of site.
6. Turn the three cards face up to reveal the three jacks.

All the Aces

The Trick: The spectator cuts the deck into several piles, only to find that the aces have magically risen to the top of each pile.

1. Before performing this magic trick, remove the four aces from the deck and place them on top of the deck.

2. To begin the trick, you, the magician, ask your spectator to divide the deck into four equal piles by dropping cards off the bottom of the deck.
3. Keep your eye on the pile that contains the four aces. It may be either on the left side or on the right side.
4. Next, ask your spectator to pick up a non-ace pile and hold it in their hand.
5. Ask them to take 3 cards from the top of the pile and place them on the bottom. Next, ask them to take another 3 cards from the top pile and place them one on top of each of the other piles.
6. Now, ask your spectator to repeat the same procedure for the next two non-ace piles.
7. Finally, you ask them to carry out the same procedure for the pile that contains the aces.
8. Now invite them to turn over the top card from each pile. Amazingly, the top cards should be the four aces!

Saturday

Magical Moments at Camp

When planning a magical moment at camp, you need to think about

- What does this person/this group like?
- Are there things that they don't like?
- What time of day will this happen?
- How long do I want this moment to last? 1 minute? 10 minutes? 30 minutes?
- Is there a theme that I'm trying to tie in?
- What age are the participants of this moment?
- What supplies do we have?
- What set up and clean up needs to be done, if any?

Some Ideas:

- Secret nail painting party
- Ice cream sundaes
- Decorate your cabin
- Hunt for dragons and unicorns
- Lunch in a tree
- No utensil meal
- Secret mission
- Star gazing

Big Idea:

Find out what their dreams are and find a way to make them happen! (example: dream of going to Disneyland - build a cardboard airplane, create "rides" (fun programming), meet the "princesses" (staff dressed up), etc.)

Sunday

No Limits

Video

<https://www.facebook.com/975822635806882/videos/1022299027825909/>

Warm Fuzzies

Claude M. Steiner - <http://www.claudesteiner.com/fuzzy.htm>

Once upon a time, a long time ago, there lived two happy people called Tim and Maggie with their two children, John and Lucy. To understand how happy they were you have to understand how things were in those days.

You see in those happy days everyone was given a small, soft Fuzzy Bag when born. Any time a person reached into this bag they were able to pull out a Warm Fuzzy. Warm Fuzzies were very much in demand because whenever someone was given a Warm Fuzzy it made them feel warm and fuzzy all over.

In those days it was very easy to get Warm Fuzzies. Anytime that somebody felt like it, he might walk up to you and say, "I'd like to have a Warm Fuzzy." You would then reach into your bag and pull out a Fuzzy the size of a child's hand. As soon as the Fuzzy saw the light of day it would smile and blossom into a large, shaggy, Warm Fuzzy. When you laid the Warm Fuzzy on the person's head, shoulder or lap it would snuggle up and melt right against their skin and make them feel good all over.

People were always asking each other for Warm Fuzzies, and since they were always given freely, getting enough of them was never a problem. There were always plenty to go around, and so everyone was happy and felt warm and fuzzy most of the time.

One day a bad witch who made salves and potions for sick people became angry because everyone was so happy and feeling good and no one was buying potions and salves. The witch was very clever and devised a very wicked plan. One beautiful morning while Maggie was playing with her daughter the witch crept up to Tim and whispered in his ear,

"See here, Tim, look at all the Fuzzies that Maggie is giving to Lucy. You know, if she keeps it up she is going to run out and then there won't be any left for you!"

Tim was astonished. He turned to the witch and asked, "Do you mean to tell me that there isn't a Warm Fuzzy in our bag every time we reach into it?"

And the witch answered, "No, absolutely not, and once you run out, that's it. You don't have any more." With this the witch flew away on a broom, laughing and cackling all the way.

Tim took this to heart and began to notice every time Maggie gave away a Warm Fuzzy. He got very worried because he liked Maggie's Warm Fuzzies very much and did not want to give them up. He

certainly did not think it was right for Maggie to be spending all her Warm Fuzzies on the children and other people.

Tim began to complain or sulk when he saw Maggie giving Warm Fuzzies to somebody else, and because Maggie loved him very much, she stopped giving Warm Fuzzies to other people as often, and reserved most of them for him.

The children watched this and soon began to get the idea that it was wrong to give Warm Fuzzies any time you were asked or felt like it. They too became very careful. They would watch their parents closely and whenever they felt that one of their parents was giving too many Fuzzies to others, they felt jealous and complained and sometimes even had a tantrum. And even though they found a Warm Fuzzy every time they reached into their bag they began to feel guilty whenever they gave them away so they reached in less and less and became more and more stingy with them.

Before the witch, people used to gather in groups of three, four or five, never caring too much who was giving Warm Fuzzies to whom. After the coming of the witch, people began to pair off and to reserve all their Warm Fuzzies for each other, exclusively. When people forgot to be careful and gave a Warm Fuzzy to just anybody they worried because they knew that somebody would probably resent sharing their Warm Fuzzies.

People began to give less and less Warm Fuzzies, and felt less warm and less fuzzy. They began to shrivel up and, occasionally, people would even die from lack of Warm Fuzzies. People felt worse and worse and, more and more, people went to the witch to buy potions and salves even though they didn't really seem to work.

Well, the situation was getting very serious indeed. The bad witch who had been watching all of this didn't really want the people to die (since dead people couldn't buy his salves and potions), so a new plan was devised.

Everyone was given, free of charge, a bag that was very similar to the Fuzzy Bag except that this one was cold while the Fuzzy Bag was warm. Inside of the witch's bag were Cold Pricklies. These Cold Pricklies did not make people feel warm and fuzzy; in fact they made them feel cold and prickly instead. But the Cold Pricklies were better than nothing and they did prevent peoples' backs from shriveling up.

So, from then on, when somebody asked for a Warm Fuzzy, people who were worried about depleting their supply would say, "I can't give you a Warm Fuzzy, but would you like a Cold Prickly instead?"

Sometimes, two people would walk up to each other, thinking they maybe they could get a Warm Fuzzy this time, but one of them would change his mind and they would wind up giving each other Cold Pricklies instead. So, the end result was that people were not dying anymore but a lot of people were very unhappy and feeling very cold and prickly indeed.

The situation got very complicated since the coming of the witch because there were fewer and fewer Warm Fuzzies around and Warm Fuzzies which used to be free as air, became extremely valuable.

This caused people to do all sorts of things in order to get Warm Fuzzies. People who could not find a generous partner had to buy their Warm Fuzzies and had to work long hours to earn the money.

Some people became "popular" and got a lot of Warm Fuzzies without having to give any back. These people would then sell their Warm Fuzzies to people who were "unpopular" and needed them to feel that life was worth living.

Another thing which happened was that some people would take Cold Pricklies--which were everywhere and freely available--and coated them white and fluffy so that they almost looked like Warm Fuzzies. These fake Warm Fuzzies were really Plastic Fuzzies, and they caused additional problems.

For instance, two or more people would get together and freely give each other Plastic Fuzzies. They expected to feel good, but they came away feeling bad instead. People got very confused never realizing that their cold, prickly feelings were because they had been given a lot of Plastic Fuzzies.

So the situation was very, very dismal and it all started because of the coming of the witch who made people believe that some day, when least expected, they might reach into their Warm Fuzzy Bag and find no more.

Not long ago, a young woman with big hips came to this unhappy land. She seemed not to have heard about the bad witch and was not worried about running out of Warm Fuzzies. She gave them out freely, even when not asked. They called her the Hip Woman and disapproved of her because she was giving the children the idea that they should not worry about running out of Warm Fuzzies. The children liked her very much because they felt good around her and they began to follow her example giving out Warm Fuzzies whenever they felt like it.

This made the grownups very worried. To protect the children from depleting their supplies of Warm Fuzzies they passed a law. The law made it a criminal offense to give out Warm Fuzzies in a reckless manner or without a license. Many children, however, seemed not to care; and in spite of the law they continued to give each other Warm Fuzzies whenever they felt like it and always when asked. Because they were many, many children, almost as many as grown ups, it began to look as if maybe they would have their way.

As of now its hard to say what will happen. Will the grownups laws stop the recklessness of the children?

Are the grownups going to join with the Hip Woman and the children in taking a chance that there will always be as many Warm Fuzzies as needed?

Will they remember the days their children are trying to bring back when Warm Fuzzies were abundant because people gave them away freely ?

The struggle spread all over the land and is probably going on right were you live. If you want to, and I hope you do, you can join by freely giving and asking for Warm Fuzzies and being as loving and healthy as you can.