

MAGIC

OBJECTIVES

The 4-H Magic project uses hands-on learning opportunities for members to acquire skills as follows:

1. Magic in the form of tricks and illusions which may include the following:
 - a. Playing Cards
 - b. Coins & Money
 - c. Paper
 - d. Ropes
 - e. Mind-reading illusions
2. Balloon animals
3. Performing tricks and illusions to other club members, other clubs, at Fair, and community activities, which will improve their ability to participate in public presentations if they desire.

The emphasis is on fun and cooperative creativity, while allowing members to enhance performance and public speaking skills. There is no competition for this club.

RULES AND REQUIREMENTS FOR EXHIBITION

1. Attend 70% of meetings
2. Record individual progress in project note books
3. Set up a club exhibit at 4-H Fair
4. Perform entertainment at community events
5. Participate in group tricks involving audience participation and other club magicians
6. Develop individual tricks and styles of presentation
7. Perform acts at the Fair as needed
8. Promote a positive image of 4-H and magic.
9. Maintain tent where exhibit is located.

AWARDS

Participants receive noncompetitive club ribbons

5/23/11