



2018/2019

The Magic Is Me Tour

I Am the Key

School and Library Programs

NOTE: *All these programs are adaptable for a library environment.* Single programs are \$200 each. Two to six consecutive programs in a single day are \$150 each. All program materials are included. Call for special pricing on multiple day needs.

Kindergarten through Grade 2

Bub-Bub-Bubble-ee

A song with an optional version introducing the children to some basic American Sign Language. This circus-like tune reminds children to smile, share, be kind to people and animals, and say thank you and please. In addition, teachers receive 100 ideas to help students commit random acts of kindness appropriate for this age group. An instrumental version is available to teachers looking for a performance piece for their class.

Grades 1 and 2

The Vowel Movement

A kindness adventure that goes beyond Bub-Bub-Bubble-ee. The class receives its own "Ollie the Vowel Owl" and a deck of "The Vowel Movement" cards. Students play a game with vowels, creating words and actions that generate acts of kindness. These acts of kindness can be incorporated into other classroom or at-home activities. Students also have a classroom activity where they create one or more no-sew blankets that will be donated to children in need.

Grades 3 through 5

Abracadabra

This is a two-part exercise. The first is about taking risks, something scary for many children in this age group. The second is about manipulation and peer pressure. Both are simple activities that make children aware of what they might be missing by first, not trying new things and second, by being able to begin to recognize manipulation in their peers, the media, and adults.

Grades 3 through 8

Name of the Game (see separate *Activities Descriptions* sheet)

The entire time is dedicated to playing one or more of these fun and interactive age-appropriate games: Order in the Deck (team building); In Two (team building); Same, yet Different (commonalities); Keep It Up (cooperation and individualistic play—requires a large open space); So Many Questions (getting to know you); Bridge the Gap (problem solving); Annie Asks (self-discovery). Time, space, and goals will dictate what games are played.

Who Stole My Chicken?

Strategy and teamwork are critical to winning this game. It generally takes quite a few attempts before the students devise a strategy that brings the chicken home to roost. Everyone has a part to play. This activity requires a large open space outside or inside.

Grades 6 through 8

Tell Me a Story

Using a set of picture dice, each student has a turn to add his or her own twist to a growing storyline. The image on the die must be included in each student's segment. There is lots of laughing with this game, especially when the kids begin to feel comfortable with sharing their thoughts and ideas. Small team stories are also an alternative if teamwork is important.

Listen Up!

This activity shows the importance of listening and how difficult that is when you are not concentrating on what is being said because you are too busy doing something else. If done in a classroom, desks will need to be moved to the perimeter of the room. Watch as many students become discombobulated with this communication exercise.

It's Knot Easy

This is a terrific team problem-solving activity. It can be done in a classroom if desks are moved to the perimeter of the room. Students will have all sorts of ideas on how to accomplish their task. No matter how good a solution sounds, the real test is seeing if it works. They learn from their failures and successes.

To request or sponsor a program, contact us:

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