

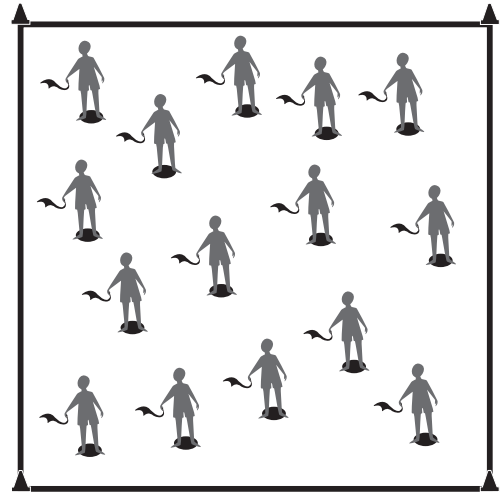


Ready

- 1 spot marker per child
- 4 cones for activity area boundaries
- 1 scarf per child
- *Shape Visual Aid Cards – Circle, Square, Triangle* (SPARKfamily.org)
- Musical ASAPs – #26 and #27
- SPARK EC Music CD and player

Set

- Create activity area.
- Scatter spot markers within area.
- Place scarves outside boundaries.
- Send children to stand on spot markers.



GO!

1. **Scarf Selection and Exploration** (Allow 2 minutes for exploration time.)
 - When you hear the color of your home, **jump** to get a scarf, then **jump** home.
 - When the music starts, play with your scarf.
 - When it stops, set your scarf down and listen.
2. **“Kuma San”** (Teach Musical ASAP #26.)
3. **Scarf Shape Challenges** – Can you... (Show Shape Visual Aid Cards.)
 - Draw a triangle in front of you with your scarf? A circle over you? A square beside you? (Repeat using other hand.)
 - Fold your scarf into a triangle? Find a friend who needs help folding their scarf?
 - Make your triangle smaller? Make it even smaller?
4. **Toss and Catch Challenges** – Can you toss your scarf up and...
 - Clap 1 time before catching it? Clap 2 times? Touch your nose? Touch your shoulders?
 - Spin around before catching it? Spin the other way? Sit quickly and catch it?
5. **Abacadabra!**
 - Let’s pretend to be magicians! Can you hide your scarf in your hand?
 - When you hear, “Go!” we’ll count out loud to 3 together.
 - When we get to “3!” toss your scarf up high and say, “Abacadabra!”
 - Can you catch your scarf before it touches the floor? (Repeat using other hand.)
6. **“Caterpillars To Butterflies”** (Teach Musical ASAP #27.)
7. **Scarf Return** (Send children to return scarves by color and **jump** home.)
8. **Wrap It Up**
 - Who will tell us the magic word we used today? Let’s count to three and say it again!

ABRACADABRA!

ADAPTATIONS

Limited Space

- * Move classroom furniture so children can play safely.

Variation

- * Play *Travel! Go Home!* Have children use their scarves to draw shapes when they return to their spots.

Inclusive Strategy

- * When playing *Abracadabra!*, prompt a child with limited mobility to hide their scarf elsewhere (e.g., the bend of an elbow, under the chin, or between the knees).



OBJECTIVES

- ✓ Tossing
- ✓ Catching
- ✓ Shape recognition

YOUR STATE STANDARDS



ACADEMIC

Music

Read Puff the Magic Dragon by Peter Yarrow and Lenny Lipton or listen to “Puff the Magic Dragon” by Peter, Paul, and Mary.



FAMILY FUN



Shape Fun

Draw straight lines, curves, zigzags, and different shapes, each on a separate sheet of paper. Each member of the family stands on a sheet of paper and uses a scarf, paper towel, or napkin to draw the object on their paper in the air. After 30 seconds, sound a signal for everyone to move to a new sheet of paper to draw a new object.



TEACHER TIPS

- As children master tossing and catching with the same hand, challenge them to toss with one hand and catch with the other.
- Have children fold their scarves into squares or rectangles.

NOTES
