

Dabble Lab Lesson Plan

Series: *Amazing Magic Tricks 4D!*

Title: *Abracadabra! Tricks for Rookie Magicians: 4D A Magical Augmented Reading Experience,*

by Norm Barnhart

Alakazam! Tricks for Veteran Magicians: 4D A Magical Augmented Reading Experience,

by Norm Barnhart

Hocus Pocus! Tricks for Amateur Magicians: 4D A Magical Augmented Reading Experience,

by Norm Barnhart

Presto Chango! Tricks for Skilled Magicians: 4D A Magical Augmented Reading Experience,

by Norm Barnhart

GENERAL INFORMATION: Grade Level(s): 2–4 Lesson Plan Title: How Did You Do That?
Curriculum: Science and Writing

Overview of Lesson: In this lesson, students will use an inquiry based learning process to determine how a magic trick was performed and how it managed to fool the eye and mind. Students will collaborate to develop a theory, test it out, and reflect and share their findings. They will then master a new trick on their own.

BENCHMARKS OR LEARNING OBJECTIVES:

AASL Skills Indicator 1.1.1: Follow an inquiry-based process in seeking knowledge in curricular subjects, and make the real-world connection for using this process in own life.

Grade 2 Benchmark: Form simple questions and begin to explore ways to answer them.

AASL Skills Indicator 1.1.9: Collaborate with others to broaden and deepen understanding.

Grade 2 Benchmark: Share knowledge and ideas with others by discussion and listening.

AASL Skills Indicator 2.1.5: Collaborate with others to exchange ideas, develop new understandings, make decisions, and solve problems.

Grade 2 Benchmark: Share information and ideas with others by discussion and listening.

ASSESSMENT METHODS & CRITERIA:

Students will work in groups to understand how a magic trick is possible by working collaboratively, sharing findings with their peers, and then trying out a new magic trick on other students.

RESOURCES AND OTHER LEARNING SUPPORT MATERIALS:

- *Amazing Magic Tricks 4D!* series, by Norm Barnhart
 - supplies listed in each book
- Quarters (enough for the class)
- Pencil

INSTRUCTION AND ACTIVITIES:

1. Teacher should perform a simple magic trick from one of the series titles, or even just the quarter-behind-the-ear trick, depending on the grade level.
2. Ask students to discuss what actually happened with a partner or in table groups. Write questions on the board to guide their discussion. Was the quarter really in the student's ear? Where did it come from? How did it get there? What did you see? What was your brain's reaction?
3. Each group or student should be given a quarter to work with in the solving process.
4. Each group will choose a representative to share their ideas. Record new ideas only once, and place a checkmark next to ideas when they are confirmed by an another group.
5. Test out the different theories and ideas, starting with the most unlikely. Together, the class will work toward the real explanation or "science" behind the magic.
6. Once you have guided your class to the answer, show them the trick again, pointing out all of the things they mentioned.
7. Challenge students to master this trick with a partner.
8. Students can then be instructed to follow up by learning and mastering another trick from any of the books. Remind them not to give their secrets away. The secrets and learning stay in the room, and only the master magician leaves!
9. This could even culminate with a class magic show performed for another grade level, class, or parents.
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