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# National All Rounder Championship

1 December 2020- 28 February 2021

**Self-Learning Manual: Activity 26**

**Cognitive skills:**

**Science Magic**

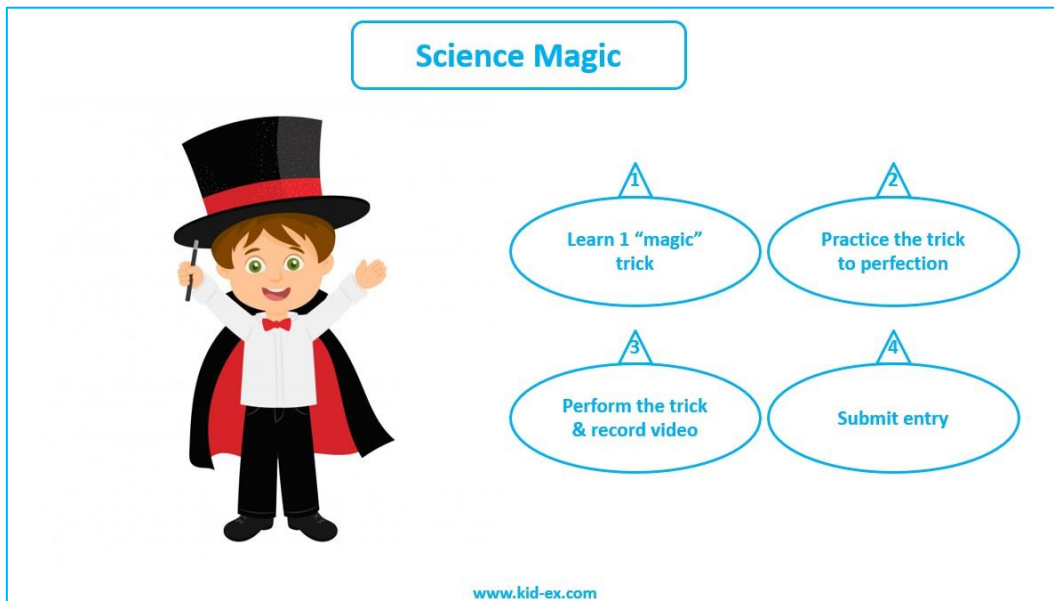
**Age: 3 years**

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### Activity description

For the activity, the child is required to learn any one of the 6 magic tricks taught in this [video](#) (Link in Useful Web Resources section as well).

The 6 magic tricks are: (1) Jumping clips (2) Vanish in a cup (3) Magic boomerangs (4) Vanish a coin (5) Multiplying coins & (6) Magically produce stuff. For a 3-year-old, trick # 3 & # 5 might be easier to perform.

The child would require assistance from an adult to create the material / craft to perform the magic tricks. The same is allowed & the child would only be evaluated on the ability to perform the magic tricks rather than ability to create the material/craft.

You will find details of all the material required & tutorial to perform the magic trick in the [video](#).

Let the child play with this for a few days & then, record the video and submit.

### Assessment guidelines

The total non-bonus points for this activity are 30. Every submission would be rated as either of below.

M = Master (100%)	The child can perform any one magic trick out of the 6 shown magic tricks seamlessly creating a "Wow" / "Magic" effect
The child can perform any one magic trick out of the 6 shown magic tricks with limited finesse & the trick in the magic act is visible to the audience	I = Intermediate (80%)
B = Beginner (50%)	The child can perform any one magic trick partially but with finesse i.e. the child completes at least 50% of the act with finesse but leaves the act incomplete
For participating in the event & making an event relevant submission which does not meet assessment guidelines for M, I or B.	A = Aspirant (25%)
NA (Not applicable)	No submissions or any submission which is irrelevant for the activity.

**50% bonus marks:** If the child securing an M can submit 2 unique magic tricks instead of just 1

### Expert coach speaks

**Magic is a word that most people use when they don't understand why or how something happens. But when we grasp and understand its concept and can recreate and prove it, it then becomes scientific.**

**Magicians make use of the principles of science when performing illusions. They use the principles of physics, chemistry, and psychology as well as engineering and linguistics just to name a few.**

**Where magicians fall short, science delivers, and the relationship between science and magic is bidirectional.**



### Key benefits of this activity

The activity benefits in many ways:

- Improves self-confidence
- Develops creativity & problem-solving skills
- Improves public speaking & presentation skills
- Makes education entertaining
- Improves child's resourcefulness – goal setting, planning & problem solving
- Nurtures intellectual curiosity

#### Common mistakes to avoid

- *Child fails to understand the trick part of the magic & hence, unable to execute*
- *Child's material / craft to perform the magic trick is not designed correctly & creates resistance in execution*
- *Child has not experienced enough & hence, fumbles, or executes with less finesse*

#### Useful web resources

- [Magic tricks to perform in this activity](#)
- [Video teaching 5 magic tricks](#)
- [35 magic tricks](#)

To submit your entry, visit our website ([www.kid-ex.com](http://www.kid-ex.com)). For any queries, email us at [info@kid-ex.com](mailto:info@kid-ex.com).

**Keep learning! Keep growing! Stay happy! Be successful!**