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# My 4-H Magic Project Record Book



*For use by New Jersey 4-H Magic project members*

Member Name: \_\_\_\_\_ Grade: \_\_\_\_\_

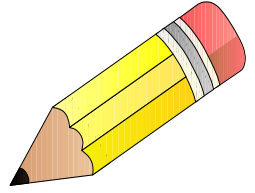
Club Leader's Name: \_\_\_\_\_

4-H Year: \_\_\_\_\_ Years in Project: \_\_\_\_\_

## End-of-Year Signatures

At the end of the 4-H year, when your record book is complete, your club leader will ask to see this record book.

By signing below, I am stating that I am familiar with this work and, to the best of my knowledge; the information included in this record book is complete.



<b>Title</b>	<b>Signature</b>	<b>Date</b>
<b>4-H Member</b>		
<b>Parent/Guardian</b>		
<b>4-H Club Leader</b>		
<b>County 4-H Agent</b>		

**Adapted by:**

Conrad Colón, Somerset County 4-H Magicians Guild  
Georgeanne Valis, 4-H Staff

**Based on:**

My 4-H Record Book by Keith Diem

*December 1, 2011*

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Visit the NJ 4-H Website [www.nj4h.rutgers.edu](http://www.nj4h.rutgers.edu)

# Introduction

This project record book has been created especially for members enrolled in the 4-H Magic project. Keeping a record book is an important part of the project. It will help you set goals for the project year, record your accomplishments and help guide your efforts to keep important records of your magic tricks and accomplishments.

## What is a 4-H project?

A project is a subject or topic that you learn about in 4-H. More important, a project is something you do, which results from knowledge and skills you learned in the project. In this case, your project is a magic. You learn about your project from attending club meetings and educational workshops, and working with adult leaders and other 4-H members. You can also learn from field trips and camps, by participating in shows and competitions, as well as through your family and self-study.

## Why complete a record book?

A record book is not meant to be a chore. Instead, it is a way for you to learn. Here are some important reasons why 4-H expects you to complete a 4-H record book for your project.

## Keeping a 4-H record book will help you...

- Learn how to organize yourself
- Learn how to set reasonable goals for yourself
- Appreciate what you've learned this year from the goals you reached
- Recognize what things you learned in your 4-H project
- Explain what you've learned
- Keep track of costs of your project
- Gather information needed to apply for awards and scholarships
- Complete applications and resumes for jobs and college
- Meet requirements to participate in some county, state, or national 4-H events

## Member in good standing requirements

In general, all 4-H members are expected to meet the following standards each year. These are the minimum requirements. Your club may have additional requirements.

- Attend at least 70 percent of regular club meetings and/or activities.
- Complete a 4-H project doing one's own work with minimal assistance from parents or others.
- Give a club or county 4-H public presentation.
- Complete this project record book and necessary supplements.
- Complete a community service project

## Guidelines for the 4-H Magic Project Record Book

You start your record book at the beginning of the 4-H year and keep all your expenses and receipts during the year. It is important to keep your record book up-to-date monthly. Keep your book neat and complete.

Start your year by setting at least three goals for the year. These goals may include "Magic Trick Knowledge and Skills" or "Personal Development Activities." To expand your horizons, each year in the project, try to accomplish new skills, or skills you did not accomplish in previous year(s).

It is recommended that you save your record books from previous years. That way, you can easily compare your progress and achievements throughout the years. It will also help you when you apply for awards, jobs, college, etc.

**How this record book is organized**

Besides this introduction, this record book is organized into these main sections:

- Starting Out—My goals for the 4-H year /Taking inventory
- Along the Way—Keeping track of what I do
- Looking Back— What I learned this year
- Thinking Ahead—My goals for next year
- Appendix— (including project goals and project supplement sheets)

## Starting Out

**My goals for the 4-H year**

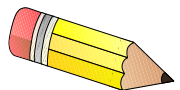
The beginning of the 4-H year is a good time to begin thinking about what you'd like to do or learn in 4-H during the upcoming months. List some of your goals for the year and what plan you have to accomplish your goals. Talk to your leader and parents to decide what goals are realistic to try, and possible to finish this year.

During each year in the 4-H Magic project, members should choose a minimum of three goals to pursue. Choices are listed in the Appendix. Write your choices below. Don't be afraid to challenge yourself! Of course, you may aim to reach more goals. For now, write your goals below and your plan for reaching each goal. If the items on the list have all been accomplished, develop some of your own. You may also choose special ones not listed. Be sure to get the needed signatures on the next page.

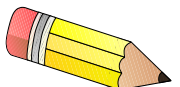
<b>My goals for this year</b>	<b>What I need to do to reach this goal</b>
<i>Example: I will learn how to give a public presentation.</i>	<i>Attend county public presentation workshop. Have my leader and parents help me pick a topic that will be good for me. Practice my presentation. Give the presentation at a club meeting.</i>

### Signatures for goal setting

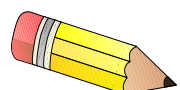
I will work toward the above goals I have set for myself for the upcoming 4-H year to the best of my ability:

 \_\_\_\_\_ (Member signature) \_\_\_\_\_ (Date)

I will support my son's/daughter's goals for the upcoming 4-H year:

 \_\_\_\_\_ (Parent signature) \_\_\_\_\_ (Date)

I will help support this member's goals for the upcoming 4-H year:

 \_\_\_\_\_ (4-H Leader signature) \_\_\_\_\_ (Date)

### Taking Inventory

As you start the 4-H year is also a time to take an inventory of what you have for your project. For the Magic project, you can list all the tricks you hope to accomplish and the materials you will need to execute them.

Name of Trick	Materials Needed
<i>Ace of Spades at Bottom of Deck</i>	<i>Deck of Cards</i>

# Goal Sheet

Date set: \_\_\_\_\_

1. What do I want?

2. When do I want it?

3. What are the obstacles?

4. What do I need to know?

5. Who do I need to work with?

6. What is my plan of action?

7. What is in it for me?

# Along the Way

## What I did in this project this year

The following page is where you can list what you did in this 4-H project. Don't forget to include these types of 4-H events and activities you might have done this year:

- Events participated in
- Leadership roles - such as offices held, committees led
- Shows & competitions (be sure to identify the specific trick)
- Special meetings & clinics
- Community service
- Public speaking
- Field trips
- County 4-H Fair
- Awards or recognition earned

<b>Name of event/activity</b>	<b>Date &amp; Location</b>	<b>What I did</b>	<b>Level (Club, County, State, National)</b>	<b>Award or Recognition Earned?</b>
<i>Example: Visited nursing home with the club</i>	<i>12/15/98 ABC Nursing Home, Milltown</i>	<i>I performed my magic tricks</i>	<i>Club</i>	<i>Received a thank-you letter from the Center Director</i>







**Other clubs and projects**

List any other clubs and projects you participated in during the past year.

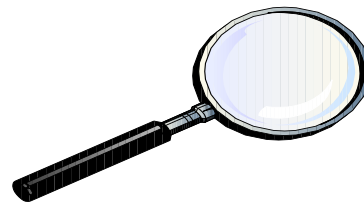
<b>Club name</b>	<b>Project(s)</b>

# Looking Back

## What I learned this year

This section is to be completed at the end of the 4-H year. It is meant to help you look back on all that you learned during the past year. This section includes the following parts:

- My goals completed
- A summary of knowledge and skills I gained
- The three most important things I learned
- Telling my story



## My goals completed

Look back on the goals you set for yourself at the beginning of the year. How well did you meet those goals? Use the space below to tell how well you did in reaching your goals. If you added new goals during the year, also include them below.

My goals for this year	How well did each goal get met?
<i>Example: I will learn how to give a public presentation.</i>	<i>I attended county public presentation workshop. I had to change my topic three times. I should have practiced my presentation more before I gave it at the club meeting. I will start planning and practicing earlier next year!</i>

## Knowledge and Skills I Gained

There are many things to learn in 4-H. Check each item below that you learned or improved in 4-H during the past year.

### *I learned or improved my ability to...*

#### **HEAD (Independence)**

- try something new
- set goals for myself
- plan a project
- keep myself organized
- keep track of finances
- keep records of my work
- gain knowledge of my project
- get more information about something I am interested in
- use resources wisely
- participate in a business meeting
- run a business meeting
- make wise choices and decisions
- solve problems
- learn from my mistakes
- understand that it's ok to change my mind if I need to
- pay attention to instructions

#### **HEART (Belonging)**

- speak confidently in front of a group
- give a public presentation
- share my feelings or point of view
- make myself understood without bullying or being loud
- listen to other people
- respect someone else's feelings
- resolve differences of opinion
- appreciate my cultural heritage
- accept people who are different from me
- get along with other kids
- make others feel welcome
- stand up for others
- make new friends
- appreciate the importance of friendships in my life

#### **HANDS (Generosity)**

- work with others
- work within a group
- work within a committee
- work with adults
- get past differences to reach a goal
- help others succeed
- make something with my hands
- explore a career interest
- follow directions
- lead others
- find ways to make a positive contribution to society
- understand the importance of community service
- see that my efforts can make a difference
- take the initiative to start something on my own

#### **HEALTH (Mastery)**

- understand my strengths and weaknesses
- finish something I started
- be proud of my accomplishments
- accept change
- see that my character can effect a situation
- take responsibility for my own words and actions
- deal with winning and losing gracefully
- be careful and practice safety
- appreciate the importance of good health
- stay healthy
- feel good about myself

**Other:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**My grade in school:** \_\_\_\_\_

**Number of years in 4-H** \_\_\_\_\_

### The three most important things I learned

Even if you learned in 4-H a lot of different things, think of what was the most important for you. Then, list the three most important things you learned in this project during the past year in the boxes below. For instance, I learned how to do a sleight of hand, I learned that performing for senior citizens is challenging but also fun, I learned to speak in front of my club without being afraid.

<b>The three most important things I learned in this project during the past year were . . .</b>
1.
2.
3.

### Telling my story

Keeping in mind the knowledge and skills you said you learned from the items you checked above, write a story that explains what you gained this past year in 4-H. Use specific examples that are unique to you whenever possible. Feel free to relate what you learned in 4-H to school, family, or other activities in your life. Use extra pages if needed. Attach photos or clippings on additional pages of this book if it helps tell your story better. Don't forget to label them with captions if you do.

4-H is proud of what 4-H members learn and sometimes likes to use excerpts (parts) of stories 4-H'ers write in 4-H publicity. If you do not want your information shared, please let us know by checking the boxes below:

- Do not use my story for any 4-H publicity.
- If you use my story, do not credit my name.



# **My 4-H Story**

(Continue 4-H story on next page.)

(Continue 4-H story below or attach additional pages if necessary.)

## Thinking Ahead



### My goals for next year

Now is a good time to begin thinking about what you'd like to do or learn in 4-H next year. List some of your goals for next year and what plan you have to accomplish your goals.

My goal for next year	What I need to do to reach this goal

*Feel free to attach additional pages to this record book if needed.*

# Appendix

The Appendix contains the following parts:

- Magic Knowledge & Skills
- Personal Development Activities

## Magic Knowledge & Skills

During each year, members may choose several magic knowledge and skill goals. Do not be afraid to challenge yourself!

Item #	Magic Knowledge or Skill
M-1	Learn how to riffle shuffle
M-2	Learn how to do a one handed fan
M-3	Learn how to do a ribbon spread turnover
M-4	Learn how to spring the cards
M-5	Learn how to do a one handed cut
M-6	Learn how to do a top/bottom card control
M-7	Learn how to manage my props
M-8	Learn how to make a routine and link tricks together
M-9	Learn how to project my voice
M-10	Learn how to control my audience
M-11	Learn the cups and balls/basic sleight of hand
M-12	Learn the French Drop
M-13	Learn the Card Force
M-14	Learn the basic misdirection
M-15	Learn how to make 5 different balloon animals
M-16	Perform 3 tricks for the public (Fair, Public Presentations, Community Service)
M-17	Learn about the history of magic and those magicians who made a significant contribution including Harry Houdini, Jean Eugene Robert-Houdin, P. T. Selbit, Doug Henning, The Blackstones, David Copperfield, Lance Burton
M-18	Learn how to take good notes at meetings
M-19	Learn how to keep good records
M-20	Learn good practice habits
M-21	
M-22	
M-23	



**Personal Development Activities**

During each year, members may also choose several personal development goals. Do not be afraid to challenge yourself!

<b>Item #</b>	<b>Personal Development Activity</b>
PD-1	Participate in a community service project (such as a food drive, community clean-up, etc.).
PD-2	Participate in a community pride project (such as a parade or community day).
PD-3	Help prepare a display or booth relating to Magic.
PD-4	Serve as a member of a club committee
PD-5	Attend 4-H Camp.
PD-6	Participate in your county fair.
PD-7	Assist at a 4-H show.
PD-8	Serve as a host for a 4-H meeting, making everyone welcome.
PD-9	Provide refreshments for a club meeting.
PD-10	Help plan a fun activity for your club.
PD-11	Help with club/county 4-H fund raisers.
PD-12	Write a newspaper story for your club about an event you have participated in.
PD-13	Serve as a chairperson of a club committee.
PD-14	Arrange for a speaker to talk to your club.
PD-15	Make arrangements for your club to go on a field trip.
PD-16	Attend Citizenship Washington Focus (CWF)
PD-17	Attend National 4-H Youth Congress.
PD-18	Attend National 4-H Conference.
PD-19	Explore careers in Magic or Performing Arts.
PD-20	Assist a younger member in preparing a public presentation.
PD-21	Assist a younger member at a show.

If the above activities have all been accomplished, develop some of your own. You may also choose any special activities not listed above.



## ♣♥The Magician's Code of Ethics ♠♦

### 1. Never ever give away the secret to the magic trick/ illusion.

- ♣ Magic relies on secrets so if you give away the secret it's not magic anymore
- ♣ Also don't give away the secrets of another magician

### 2. Never do a trick twice for the same audience.

- ♦ Magic is all about surprises and doing it twice ruins it
- ♦ The first time they want to be entertained, the second time they want to know the secret

### 3. Practice, Practice, Practice.

- ♥ NEVER perform a trick for an audience unless you have practiced it thoroughly beforehand
- ♥ Practice in front of a mirror, video camera, or other magicians
- ♥ Once you get your technique down you can make the trick your own.



## Glossary of Terms

**Angle:** The point of view that the audience has when watching a magician. You have to be aware of the audience's angle when performing certain tricks so they don't see the secret.

**Appearance:** A magical effect in which an object materializes.

**Close-up magic:** A style of magic designed to be performed for small groups of people, frequently while they're seated at a table.

**Con game:** A game or a situation that seems easy to win, but you always lose. Also called simply a "con."

**Con man:** A person who tries to get others to bet on what they think is a sure thing. The word "con" comes from "confidence," as a con man's game is all about making people confident they can win.

**Confederate:** An audience member who knows the trick and is secretly helping the magician. Also called a shill or sometimes a stooge.

**Double-backed card:** A playing card that has back designs on both sides.

**Double-face card:** A playing card that has face designs on both sides. The faces can be the same or different.

**Double lift:** A sleight-of-hand move in which the magician picks up two cards at the same time, but the audience believes there's only one card.

**Drop vanish:** A sleight-of-hand move in which gravity makes a ball seem to go from the top of your fist, through your hand, and into another object that's below your hand, like a cup or another hand.

**Effect:** The trick as your audience sees it.

**Escape:** A release from various types of restraining devices including ropes, chains, straitjackets, packing cases, and jail cells. Harry Houdini is the best-known specialist in presenting escapes.

**Escapologist:** A magician who performs escapes; an escape artist.

**Fan:** When you spread the cards to make a cool-looking fan shape.

**Finale:** The final routine in an act or the final step in a routine — usually something bigger or more impressive than your audience has seen before.

**Finger palm:** To secretly hold a small object like a ball, coin, or card in your fingers.

**Flap:** A fake, movable insert that lies against the top or bottom of a box. It is used to hide a card.

**Force:** When the audience thinks they're making a choice on their own, but really the magician is forcing them to make a certain choice.

**French drop:** A sleight-of-hand move in which a small object, such as a coin or ball, seems to be placed in one hand, but is secretly held in the other.

**Gimmick:** A magic prop with a secret that the audience doesn't know about. A gimmicked prop might have a hidden compartment, a secret flap, or another concealed feature that allows magic to happen.

- Illusion:** A trick of the eye. When the audience sees an object that's not really there, or an event that's not really occurring.
- Levitation:** The effect of someone or something rising in the air without visible support or a lifting device.
- Mark:** Someone a con man identifies as an easy person to fool.
- Marked deck:** A deck of cards that have been secretly coded (with marks) so you can identify them without looking at the faces.
- Mental magic:** A branch of magic that includes demonstrations of extraordinary mental power. This includes memorizing huge amounts of information, making calculations at lightning speed, using telepathy (communication from one mind to another), psychokinesis (moving things by thinking about them), and clairvoyance (seeing things you've never experienced).
- Mentalism:** A variety of magic in which the magician makes audiences believe that he or she has special powers to talk to ghosts, read minds, move objects, predict the future, see through blindfolds, and control other people's decisions.
- Misdirection:** Making your audience look away from a secret move.
- Opener:** The first trick in a magic show.
- Palm:** To secretly hold a small object such as a ball, coin, or card in your hand.
- Patter:** What the magician says while performing a trick, to entertain and distract (or "misdirect") the audience.
- Penetration:** An effect where the magician creates the illusion that one object has gone through another without either object being damaged.
- Pip:** The heart, club, spade, or diamond on the face of a playing card. Also, any spot that appears on a domino or a die.
- Prediction:** A statement about a future event or action.
- Prestidigitation:** A term for sleight of hand or any performance magic, created by Frenchman Jules de Rovere in 1815, meaning "nimble fingers."
- Proposition bet:** A bet made on whether or not someone can do what seems to be an impossible task, like balancing an egg on its end or drinking a glass of water while it's hidden under a hat.
- Repertoire:** All the tricks you are able to perform.
- Retention vanish:** A sleight-of-hand technique to vanish a small object, usually a coin or ball, by pretending to transfer it from one hand to the other. The vanish works because the spectator's eye retains (or keeps) the vision of the object being placed in the receiving hand (even though it doesn't stay there!).
- Riffle:** To hold the deck in one hand, bend it back with the fingers of the other, then allow the cards to escape the fingers in a rapid flow.
- Routine:** A sequence of effects using the same prop or props, combined with words or actions to create a magical presentation.

**Shell:** A magic prop that's hollowed out and sometimes cut in half so that the audience thinks it's a whole object. Shells have been made from balls, coins, dice, blocks, wands, candles, and bottles.

**Short card:** A playing card that's about 1/16" shorter than others in the deck. The threes of clubs in your Svengali cards are short cards.

**Slack:** A droopiness or looseness in a rope or chain. A magician sometimes must create slack in a rope or chain to escape from it.

**Sleeving:** Secretly slipping an object into your jacket's sleeve.

**Sleight:** A skillful movement of your fingers and hands to move an object secretly.

**Sleight of hand:** A sleight or a sequence of sleights to which you add to other performance skills, such as acting or movement, to create a magical effect.

**Suspension:** The effect of someone or something floating in mid-air without any logical means of support.

**Svengali cards:** A deck of playing cards with alternating short cards that are all the same (they're all nines of hearts in the Top Secret Magic deck). This concept was invented by Burling Hull in 1909 and patented by him in 1910. The idea was stolen by W. D. LeRoy, who gave the deck the name Svengali.

**Switch:** A secret exchange of one object for another.

**Tapered deck :** A deck in which the edges of the cards are slightly shaved or cut from one end to the other, so you can pull out or "strip out" particular cards. Also called a Stripper deck or Wizard deck.

**Thumb clip:** A sleight-of-hand move in which an object is secretly clipped or held between the base of the thumb and index finger.

**Topology:** A branch of mathematics that deals with stretching and changing shapes. Many of the secrets for rope escape tricks can be explained through topology.

**Transformation:** A change.

**Transposition:** One of the basic magical effects in which an object changes location.

**Vanish:** A magical effect in which an object disappears.

# The 4-H Pledge

I PLEDGE . . .

. . . my HEAD to clearer thinking,  
. . . my HEART to greater loyalty,  
. . . my HANDS to larger service,  
. . . and my HEALTH to better living,  
for my club, my community,  
my country, and my world.



## 4-H Motto

“To Make the Best, Better”

## 4-H Slogan

“Learning by Doing”