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Celebrate MARY POPE OSBORNE'S Birthday May 20th

Second Crafts Games Activities

Pirates Past Noon

Pirate Ship

Materials

- Foil
- Pennies
- Water

Instructions

- Create a pirate ship out of foil. Pirate ships need to hold as much treasure as possible without sinking
- Float your pirate ship in a container, sink, or bathtub
- Add pennies to your ship one at a time. See how many it can hold before it sinks
- Try to modify your boat to hold more pennies
- Can it hold 100 pennies without sinking?







Midnight on the Moon

Moon Craters

Materials

- Pie tin or shallow dish
- Flour
- Cocoa powder
- Small rocks or marbles
- Drop cloth

Instructions

- Fill pie tin with flour
- Cover flour with thin layer of cocoa powder
- Spread drop cloth on the ground and place pie tin on it
- Stand above the surface of the moon (pie tin). Hold the asteroid (rock or marble) above your head and drop (do not throw) it
- The asteroid will create a crater in your moon's surface
- Repeat to create more craters

• Look at how the impact scatters the surface of the moon and reveals what is underneath









Polar Bears Past Bedtime

Help the Polar Bear find Jack and Annie



Twister on Tuesday

Tornado in a Bottle

Materials

- 2 Liter Bottles x2
- Water
- Metal Washer
- Duct Tape

Optional

- Food Coloring
- Glitter
- Drop of Soap

Instructions

- Fill one bottle 3/4 of the way full with water
- Add any food coloring, glitter, soap, or other extras to the water
- Place the washer on the top of the bottle
- Place the empty bottle on top of the washer
- Make sure the bottle openings are lined up with the washer in between
- Use duct tape to secure the bottles together
- Turn the tornado bottles upside down and move in a circular motion
- Watch your tornado spin!
- Flip over and repeat







Earthquake in the Early Morning

Structures

Materials

 Anything you can build with. Suggestions include:

° LEGOs

° Marshmallows, gumdrops, or cut-up pool noodle pieces pieced together with toothpicks

- ° Popsicle sticks and clothespins
- ° Jenga Blocks
- ° Paper/Plastic cups
- ° Be creative!
- Optional a pan of prepared gelatin

Instructions

 Create a structure that can withstand an earthquake

- Once built, place your structure on a table. Gently shake the table and see if it falls or stays up
- If it falls, try again. If it stays, try a bigger earthquake
- Alternately you can place your structure on a pan of prepared gelatin for maximum wiggle
- Once you are happy with your structure, pick a different building material and try again



image from keepinglifecreative.com



High Tide in Hawaii

Leis

Materials

- Yarn or string (necklace length)
- Plastic straws
- Colored Paper
- Scissors
- Hole punch

Instructions

- Cut the straws into 1 inch pieces
- Use the colored paper to cut out flowers and leaves
- Hole punch the center of your flowers and the edge of your leaves
- String together your lei alternating flowers, leaves, and straws





A Big Day for Baseball

Trivia Baseball Game

Set Up

• Mark out "bases" in your house. You will need home plate, first base, second base, third base, and pitcher's mound. Don't place them too far apart.

• Have one person be the pitcher (question asker). Other players line up behind home plate waiting for their chance at bat.

• Have trivia questions ready. You can use the questions in our Magic Tree House Trivia Packet.

• Each question should have a difficulty level of 1, 2,

3, or 4. If you are using the provided trivia questions, the pitcher can decide the difficulty level of each.



Instructions

- The first batter steps up to home plate.
- The pitcher asks a trivia question of whatever difficulty they choose.

• If the batter answers the question correctly they move to that base according to the difficulty level. For example a question with difficulty 1 would move to first base, difficulty 2 would go to second base, etc.

- If the question is answered incorrectly then the batter goes to the back of the batting line.
- Players move around the bases as they would in a real baseball game, if the batter gets the question correct.
- The goal is to make it back to home plate.



Winter of the Ice Wizard

Ice Fishing

Materials

- Cup or bowl of water
- Ice cube
- Salt
- Piece of string 6 inches long

Instructions

- Place ice cubes in a cup or bowl of water
- Wet one end of your string in water
- Place the wet end of your string on top of your floating ice cube
- Sprinkle salt on top of your string
- Slowly pull the string (and the ice cube) out of the water
- If your ice didn't stick to the string try either more or less salt, a different size ice cube, or just try again







Monday with a Mad Genius

Paper Airplanes

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Moonlight on the Magic Flute

Musical Instruments

Pan Flute

Materials

- Plastic straws
- Scissors

Instructions

• Tape



image from adabofgluewilldo.com

- Cut straws to different lengths
- Line up straws from shortest to longest
- Tape straws together
- With your mouth above the straws (not touching) blow into your new pan flute

Bottle Xylophone

Materials

• Empty water bottles or glass drink bottles

• Water

Instructions

- Fill each bottle with a different amount of water
- Line up bottles from least full to most full
- Blow over the top of each bottle to make a different sound

Glass Xylophone

Materials

- Drinking glasses all the same size
- Water
- Chopstick or small stick

Instructions

- Fill each glass with a different amount of water
- Line up glasses from least full to most full
- Use the stick to gently tap each glass and hear the different sounds they make

Create a song with your new instruments!



A Good Night For Ghosts



Hurry Up Houdini



Supplies:

From a traditional 52 card deck, take 1 joker, 1 ace (representing the number 1) and 1 of all numbers from 2 to 10 of any suit. You should have 11 cards.

Magic Card Trick

Trick:

Magician lays out the 11 cards face down in this order 6 5 4 3 2 A J 10 9 8 7.

Magician Tip: Have the cards already in this order in your hand so the audience doesn't know what the cards are.

Choose a volunteer to move as many cards as they would like, one at a time, from the right side of the line to the left side while the magician has their back turned. Once the volunteer is done moving the cards, the magician turns around and flips over the seventh card from the left revealing the number of cards that were moved.

Magician Tip: You are a showman. Be dramatic and wave your hand around mysteriously before picking a card that looks random but you know is the seventh from the left.

If the volunteer moves the cards correctly, no matter how many they move, the seventh card will always reveal how many were moved.

For example: If they moved three cards, the line would now look like this: 9 8 7 6 5 4 3 A J 10 with the seventh cards being 3. If they move no cards the seventh card is the joker.



Word Search

L	Т	Ρ	R	Y	Ρ	Ε	S	V	G	Т	L	Μ	Т	Μ
Y	Ε	Ι	0	A	R	Ε	H	H	S	R	Y	Ε	K	S
E	U	Ρ	N	Ρ	0	С	0	F	Ε	Ε	N	R	V	Q
Χ	S	D	R	G	Ε	S	A	X	I	Ε	X	L	R	W
С	A	U	Ν	Ε	Т	Ν	0	J	Μ	\mathbf{L}	Β	Ι	G	0
S	R	I	0	Т	С	Ι	G	A	Μ	0	Q	Ν	Т	Μ
F	D	K	0	H	D	Η	Ρ	Q	U	Β	R	L	A	J
R	U	W	Μ	A	R	Y	A	Ε	Μ	A	A	G	A	I
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G	Т	Ε	Κ	Ν	D	W	R	С	Ν	R	K	Q	X	Ν
С	F	I	Χ	A	S	A	N	D	S	Т	0	R	Μ	S
R	Ε	Ν	A	С	I	R	R	U	Η	Μ	0	В	U	W
Ε	0	Ν	Ν	Μ	В	Μ	Ρ	С	J	R	С	Q	S	R
E	F	A	В	H	С	Т	G	Μ	G	J	Ρ	Ι	F	0
K	A	K	Х	U	S	Z	Ι	G	L	S	Ρ	J	K	Ι

ANNIE	HOUSE	MARY	OSBORNE
BALTO	HURRICANE	MERLIN	PANDAS
DINGOES	JACK	MORGAN	POPE
FROGCREEK	LEPRECHAUN	MUMMIES	SANDSTORMS
GHOSTTOWN	MAGIC	NARWHAL	TREE