## The Magician's Hat

Environment: Greetings Room - magic hat, wands, black hats. Low End - black hardboard, white hands emerging from black curtains, white gloves. Lge cards hanging round space. Crystal ball, lots of sm and med cards, scarves, flowers. Medium hat and wand containing rabbit and other furry animals + monkey puppet, strange 'bunting' - socks, rubber gloves. Large hat and wand - presenting magic 2-way mirror and audience area. Magic sounds, tambourine, cymbal, flexitone, sliding whistles.



Hands and cards See moving white hands doing magic, greet and interact with hands. Put on magic gloves and play magic tricks - see crystal ball, smell and touch flowers, pull out scarves. Find cards and have fun, throwing in air, flicking and flapping, matching, making patterns, finding numbers, feeling smooth, cool surfaces.







Medium Hat Find bigger hat/wand - abracadabra and other sounds - make magic and produce rabbit et al from hat. Play with puppets, feel fur, animate. Pull out never ending strings of 'bunting' - turn socks into puppets, feel different textures, match spots, stripes, swing to and fro and make movement, dance with rubber gloves, hang round space.









Giant Hat Audience take seats and prepare to make magic - either taking turns or altogether with magic words and/or sounds and giant wand. Individuals appear and disappear inside hat through 2-way mirror. Magic! Chill with fairy lights if time.











Observations Took a lot of energy to facilitate this workshop. Varied and unexpected responses - some clients found it hard to focus, others surprised us with their attention and enjoyment. Much relies on visual attention - in spite of inclusion of large quantity of textures and sounds - to understand concept of magic - appearing/disappearing. The children were probably the most engaged and thoroughly enjoyed each section.