



CANADIAN
PARENTS
FOR FRENCH
SASKATCHEWAN

Virtual Fête du soleil - Episode 1

La Magie/Magic

Activity Guide

Vocabulaire/Vocabulary

1. Les cartes - Cards
2. Les dés - Dice
3. Un magicien - A Magician
4. Une illusion - An illusion
5. Une diseuse de bonne aventure - A fortune teller
6. Lire les pensées - Mind reading
7. Disparaître - Disappearing
8. Un chapeau magique - A magician's hat
9. Les menottes - Handcuffs
10. Un lapin - A rabbit

Bricolage/Craft

Une disease de bonne aventure/A fortune teller

Materials: paper, scissors

Instructions:

If you're using a piece of rectangular paper, you can cut it into a square. Fold one corner over to the adjacent side. Use scissors to cut off the small rectangle. What remains is a square-shaped piece of paper.

1. Crease a square piece of paper diagonally from each corner. Fold the top right corner to touch the bottom left corner. Crease the fold with your finger and then unfold it so your sheet is flat again. Then take the top left corner and fold it over to the bottom right corner. Crease the fold with your fingernail before unfolding it again.

2. Fold the paper in half from each side. Bring the top edge of the paper to the bottom edge and crease the fold. Unfold the paper so it's flat again and rotate it by 90 degrees. Fold the new top edge of the paper to the bottom to crease it and then flatten it out again. Your paper will have 4 lines intersecting in the middle.

3. Bring the corners to the center of the paper. Start with one of the bottom corners and fold it into the middle of the paper where the creases intersect. Press down on the fold with a fingernail so it stays in place. Turn your paper 90 degrees and fold the other bottom corner toward the center. Keep rotating and folding your paper until you've made a smaller square containing 4 triangles.

4. Flip the paper over and fold each corner to the center again. Turn your paper over to the other side so you don't see the folds. Grab one of the corners and fold it toward the middle where the creases intersect. Press down on the fold with your finger. Rotate the paper and fold each corner to the middle of the paper until you've made a smaller square.

5. Put numbers in ascending order on the triangles. Start with the number 1 in the smaller top left triangle on the fortune teller. Write the numbers in ascending order clockwise around the triangles. End with the number 8 in the last triangle on the left side of the fortune teller.

6. Write the fortunes underneath the flaps. Open up the triangles labeled 1 and 2 and write a short fortune underneath each number. Keep the fortune 1 sentence long and use small handwriting so it fits in the space. You can make your fortunes bad or good if you want. Repeat the process under the flap for each number so you have 8 different fortunes in all. Close the flaps once you've written all the fortunes.

7. Flip the fortune teller over and color the squares. Turn your paper over so the 4 small squares are face up. You can use any colors you want as long as each square on the fortune teller is different. Let the marker dry completely before you use your fortune teller.

Cube Magique/Magic Cube

Materials: white cardstock, markers, scissors, tape, glue stick, printable template and cube design

Instructions:

1. Print out 4 sheets of the cube template and 1 sheet each of the blank coloring templates. Assemble 8 total cubes by creasing along the lines and taping ends shut. You will now need to connect all 8 cubes together.
2. Color in your blank coloring designs. Cut along the lines and then glue to each block of your Magic Cube.

Cuisine/Cooking

Biscuit de bonne aventure/Fortune Cookies

*Write fortunes in French

Ingredients: 3 egg whites, $\frac{3}{4}$ cup white sugar, $\frac{1}{2}$ melted and cooled butter, $\frac{1}{4}$ tsp vanilla extract, $\frac{1}{4}$ almond extract, 2 cups all-purpose flour

Instructions:

1. Preheat the oven to 375 degrees F (190 degrees C). Grease cookie sheets, or line with parchment paper. Have fortunes ready to go on small strips of paper.

2. In a large glass or metal bowl, whip egg whites and sugar on high speed of an electric mixer until frothy, about 2 minutes. Reduce speed to low, and stir in melted butter, vanilla, almond extract, water and flour one at a time, mixing well after each. Consistency should resemble pancake batter. Spoon the batter into 3 inch circles on the prepared baking sheets. Leave room between for spreading.

3. Bake for 5 to 7 minutes in the preheated oven, or until the edges begin to brown slightly. Quickly remove one at a time, place a message in the center, and fold in half. Fold the ends of the half together into a horse shoe shape. If they spring open, place them in a muffin tin to cool until set.

Slushie Magique/Magic Slushies

Ingredients: 10-12 large ice cubes, 1 tbsps Kosher salt (table salt is too fine), 1 cup juice or soda (not diet soda)

Instructions:

1. Place ice cubes and salt in a quart-sized Ziploc bag.
2. Place juice in a smaller sandwich-sized Ziploc bag, press out all the air and seal tightly.
3. Place bag of juice IN the bag of ice and seal.
4. Shake for about 3-5 minutes or until juice is slushified. If it gets too cold, wrap a dish cloth around it and continue shaking
5. Pour slush into a cup and serve immediately

Science/Science

Trois tasses/Three Cups

Materials: 3 plastic cups, water, food colouring, scissors

Instructions:

Cut the bottom of one cup out and fill it with liquid then place an empty cup inside of it and have the other cup filled with the same liquid. When you drop

the two cups that look like one cup into the other cup it looks like you transferred the liquid magically.

Mettre un trou dans un billet/Poking a whole in a bill

Materials: money bill, square piece of paper, pencil/pen

Instructions: Fold the bill in the paper in half. Taking your pen or pencil, put it between one side of the paper and the bill. Poke a hole in the fold of the paper.

L'électricité statique/Static Electricity

Materials: balloon, tissue, empty metal pop can

Instructions: Blow up the balloon and tie the end in a knot. Rub the balloon with a tissue for about 30 seconds. Lay the empty can on its side on a flat surface. Move the balloon over the can to make it move.

Jeux/Games

La magie noire/Black Magic

Instructions:

Requires at least three people where two people understand the game beforehand, while the others are unfamiliar with the game.

A person who knows how to play the game the “guesser”, closes their eyes or faces away from the group while the other person who knows how to play the game “the giver” silently points an object out to everyone else in the room. This object is now an “it” that the guesser has to guess.

Have the guesser turn back around. The giver points to many objects in the room asking if the object is “it.” The secret is, none of the objects are “it” until after the giver points to something black (a person’s shirt, watch, phone, anything black). The object immediately after is the “it” in question. This should drive everyone in the room crazy trying to crack the code!

For example:

Giver: "Is it the Cheerios box?"

Guesser: "no"

Giver: "Is it my (black) boots?"

Guesser: "no"

Giver: "Is it this soda can?"

Guesser: "yes"

Une maison de cartes/A house of cards

Equipment: a deck of cards

Instructions:

Everyone grab a deck of cards, find a sturdy place, and start building the best house you can without knocking it over.

Lancer les cartes/Throwing cards

Equipment: A deck of cards, a hat

Instructions:

Have players line up behind a boundary line, place the magician's hat about three feet away from that boundary line. Each player steps up to the line and are given three cards. They must try and get at least one of the cards in to stay in the game - if all three miss they are out.

After everyone has had a turn move the hat a bit further away from the line and all the players that made it through the previous round go again with the same rules. Continue playing until all the players have been tested for each round and only one player remains to claim victory.

*Variation: You can try to identify the card correctly in French before throwing it.

Jack = un valet

Queen = une reine

King = un roi

Ace = un as (silent s, pronounced "a" like the a short vowel sound in English)

Once you've got the numbers down, you can add the suits as well:

hearts = coeurs

clubs = trèfles

spades = piques

diamonds = carreaux

Exercice/Exercise

Choisissez une carte/Pick a Card

Equipment: a deck of cards

Instructions:

Coeurs/Hearts = jumping jacks

Trèfles/Clubs = des squats sautés/jump squats

Piques/Spades = les fenêtrages/lunges

Carreaux/Diamonds = les pompes/push-ups

Jack = 11

Queen = 12

King = 13

Each player will draw a card from the deck. - The player has to do the exercise as the suit as many times as the number of the card. For Example: in case I draw K♣ I will do 13 sit-ups. To get all the 13 points, the player needs to do 13 sit-ups, if the player fails to do so, they will get zero points. - At the end of the time limit, the player who has the highest total of cards that the player has complete the exercise, wins.