

# CURIOUS JANE

*magic & mystery*



**ca/mp**  
summer 2020

# daily schedule

**CA/MP is organized around 2 daily ZOOM sessions:**

**morning session: 10:00 – 11:30 AM**

**afternoon session: tinkering time! 2:00 – 3:00 PM**

**morning session** is where you will do your introduction, ice breaker, project engagement, and project how to.

**afternoon session** (which we will call **tinkering time**) will be more about working together as a group, working on projects, answering any outstanding questions from the day, and closing out.

# how to set up your virtual CA/MP classroom

**how to set up your space to bring the cj \*fun\* home:**

**oilcloth on your work surface** to create a white, bright, and clear workspace for all project making.

**brightly lit** (lots of windows) space! focus on having light on your face rather than being back lit. natural lighting is preferable.

**semi-noise free** room with minimal outside distractions.

**minimize visual distractions** going on in your background.

**wear your cj shirt** or another bright colored shirt (profanity free!)

**notes on tech: be prepared to use both your phone camera \*as well as\* your computer camera on zoom for optimal connection and views of the projects. make sure to mute the microphone on your phone to avoid feedback.**

**set up the phone** in ring light tripod for overhead shots of the making station for project how-tos.

**set up a computer** so that it is focused on your face and you are able to keep kids engaged!

**instruct ca/mpers** to use speaker view or to pin your screen to see you as the biggest participant in the call. when using two screens (phone + computer) participants must **\*pin\*** the phone view to make it the biggest part of their screen.

**take it slow!**

**please speak slowly and clearly** when speaking to students! take into account that there may be a lag in the wifi and internet connection!

# ZOOM norms

*make sure that the following settings are in place before each ZOOM class meeting for the safety of our ca/mpers and the effectiveness of class:*

Join Before Host - **OFF**

Require Password - **ON**

Mute Participants Upon Entry - **ON**

Chat - **OFF**

Private Chat - **OFF**

Screen Sharing - **Host Only!**

Virtual Backgrounds - **OFF**

Record Sessions - **ON**

*notes on using the mute feature:*

***please mute all participants while you are talking.*** ca/mpers can unmute themselves to ask questions or raise their hands and you can unmute them when you call on them.

***during “tinkering time” in the afternoon, you can choose to keep students off of mute to create more of a laid back, project making, in-person curious jane camp environment.***

## how to keep your class engaged online

***\*always\* start with an ice breaker game (as outlined in the curriculum).***

***make sure*** all students have a chance to say at least one thing per zoom session.

***class participation is key!*** this is not school so make sure you bring as much of the curious jane camp vibe to class as possible!

***\*always\* close out the day with roses and thorns (or poopsicles and popsicles!)***

***keep it fun!*** curious jane is all about making cool things, the amazing connections, and of course, all of the fun! fun remains the number one rule of ca/mp!

# weekly storyline: magic & mystery

*the following script is the storyline to introduce and kick-off the week. you can find a pre-recorded video of this story in the curriculum dropbox. if you would prefer to act it out yourself for your ca/mpers – feel free!*

*Once upon a time in a land far far away, surrounded by 20 foot tall trees and mysterious forests, lived a small fairy named Jane. Jane was the most kind, creative, and curious of all the fairies. She lived in a small part of the woods with her parents, her two siblings, and her pet fairydog named Scrappy. She lived a normal fairy life; went to school in the trees, had flying lessons after her studies, and finished every day with dinner under the stars with her family. But Jane's most favorite thing was to craft and explore.*

*Growing up, Jane was always told stories about the five mystical lands that surrounded the mysterious forest that she grew up in. The mystical lands of Flying Piggie Island, Rune Stone Ruins, Crystal Ball Bay, Enchanted Springs, and Kaleidoscopic Coast. The tale was that, in order for these five places to appear, you had to use your creative mind and maker skills to complete the projects that would lead you to the places. Little Fairy Jane had always wanted to go on this treasure hunt and explore the five surrounding lands but had never had the treasure map to guide her. Lucky for her, you have arrived just in time with your map in hand and ready to make and explore!*

*This week in Magic & Mystery is all about curiosity, exploration,*

*and creativity! With your fellow classmates and Fairy Jane to help out, you are ready to visit all five lands on your treasure map and make lots of magical projects along the way. Fairy Jane is so excited to create and explore with you! From learning Pig Pen Code on Piggie Island to making your very own Kaleidoscopes on Kaleidoscopic Coast, this week is bound to be full of treasure and fun! So what are you waiting for? Fairy Jane is ready to take flight! Time to strap on your wings and get your magic wands ready because we have some serious mystical exploring to do! So let's get started!*

*Ready, set, make!*

# CJ Weekly Special Treasure Map

visit the lands, and color them in!

**This week** is all about Magic and Mystery! Using our weekly treasure map as your guide, every day, we will focus on projects that correspond with the stop on your treasure map! From Flying Piggie Island all the way to Kaleidoscopic Coast, your CA/MPers are in for some super magical fun! Each day, during the afternoon session after the completion of the project, instructors will give CA/MPers time to color in the “land” on the treasure map that you all explored as a class that day!

**Get creative** and fun with it! The more you build up about the island, what you can find there, and why you are stopping there on your treasure hunt, the more fun it will be! Have the CA/MPers help you explain what they see, who lives there, and what treasure there is to find. At the end of the week, they will have a completely colored in, absolutely magical, CJ treasure map!



# Monday Schedule

## Project 1: Pig Pen Codes

## Project 2: Mustachios

### morning session (1.5 hours)

**Ice Breaker:** Name + Food that starts with the same letter, Name + Favorite Food, Name + Favorite Summer treat, etc.

**Introduction to Magic & Mystery!** Show Magic & Mystery Video or act out storyline

**Go through weekly supplies in box**

**Go over week long project:** Introduce the Magic & Mystery “Treasure Map” - we will color in our treasure map daily when we reach the next “stop” on our mystical journey!

**Introduce:** Pig Pen Code

**Begin Project:** How to decode pig pen code and how to write your own? Try to decode your friends pen code messages!

### afternoon session – tinkering time (1 hour)

**Introduce:** Mustachios (Glitter Disguises)

**Begin Project:** Work on Mustachios

**Q+A:** Any questions?

**Treasure Map:** Color in Flying Piggie Island on your treasure map!

**Preview of what is coming tomorrow:** Rune Stones

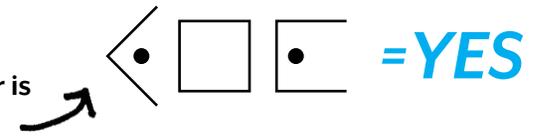
**Closing game:** Roses and Thorns or Popsicles and Poopsicles to close out

# code it!

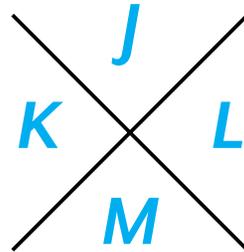
# pigpen secret code



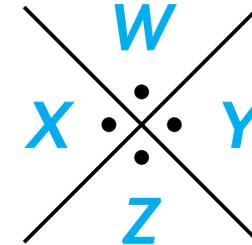
*pigpen code is an example of a substitution cipher* rather than replacing each letter with another letter, the letters are replaced by symbols. in pigpen code, each letter is represented by the lines of the “pigpen” that surround it.



A	B	C
D	E	F
G	H	I



N	O	P
Q	R	S
T	U	V



## HOW TO

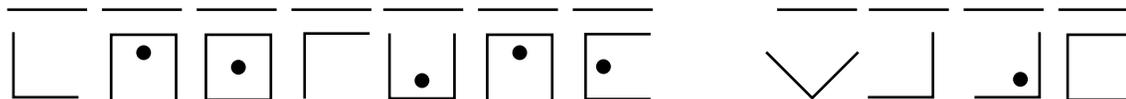


### to encrypt your code

find the letter you need in one of the grids above. it could be in one of the tic-tac-toe-style boards or in one of the X-shaped boards. notice the border lines (“pigpen”) around the letter and also if there is a dot within the lines. replace the letter with the lines (and dot if necessary) to make, or encrypt, your code.

### to decrypt your code

just reverse the encryption process! use the same key (the grids above) to find the image depicted in the code, and replace it with the letter inside that part of the grid.



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# bedazzle it!

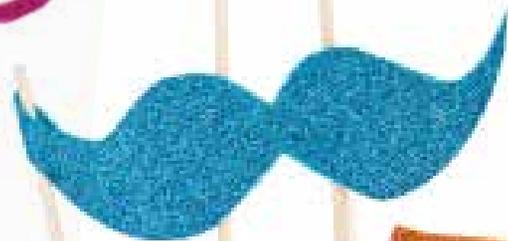
# mustachio props



## maker checklist

- sticky back glitter foam
- 12" wood dowels or skewers (a pencil, straw or chopstick will do too!)
- pencil + scissors

turn your zoom grid into a virtual photo booth! make some fun props and take a screenshot of you and your friends in silly disguises!



- 1 fold a piece of craft foam in half (glitter side in) and draw your mustachio shape onto the paper backing.  
make sure your design goes all the way to the fold!

- 2 keeping your foam folded, cut your shape so that you have 2 of the same shape attached in the middle.

- 3 peel back one side of the backing until you reach the middle and the shape starts to repeat.

- 4 stick the skewer to the foam and carefully continue peeling the other side, sticking the shape back onto itself.

you can make these with colorful paper too...  
get creative!

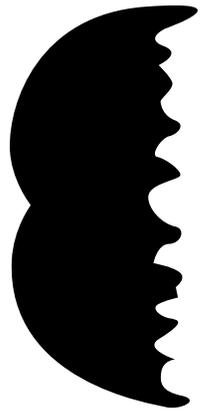
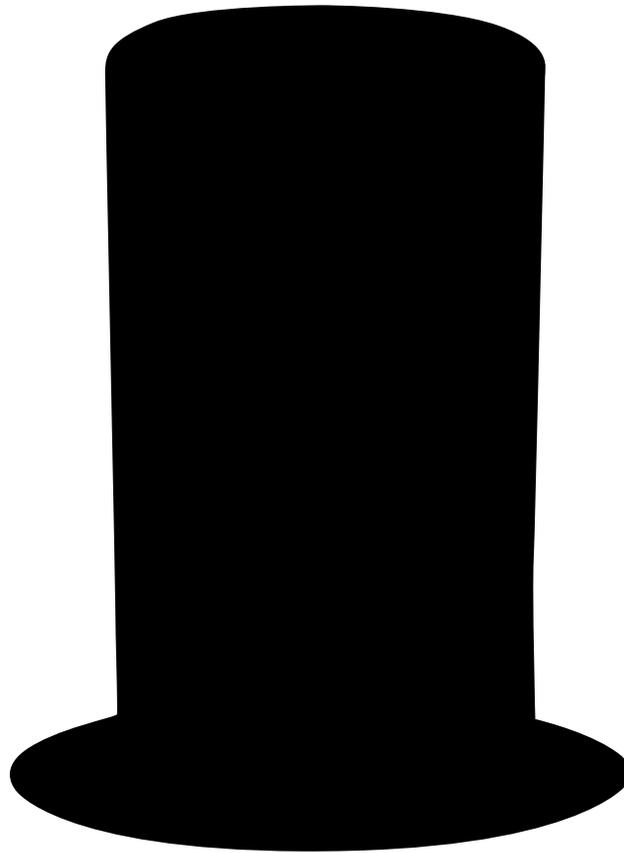
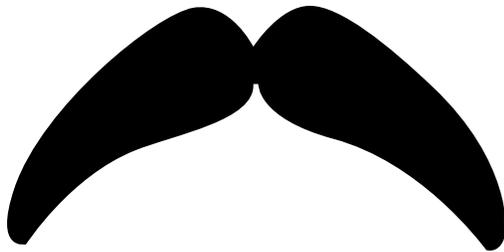
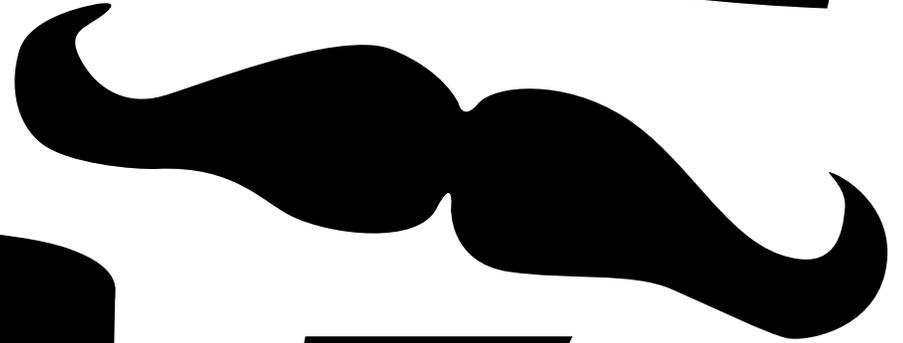
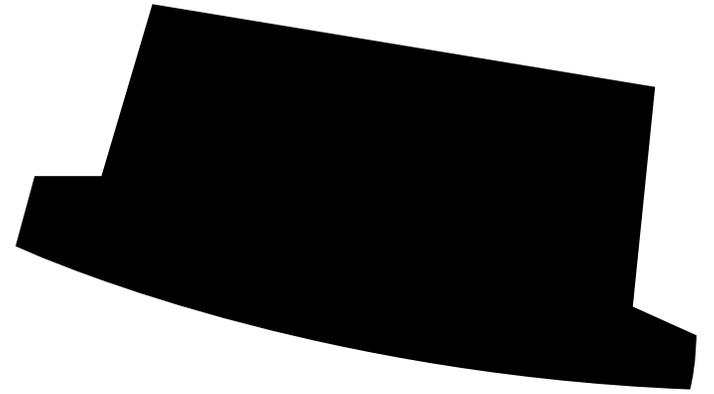


- 5 voila!  
a double sided glittery mustachio prop!

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*trace and cut!*



# Tuesday Schedule

## Project: Secret Rune Stones

### morning session (1.5 hours)

**Welcome Game - Two Truths and a Lie:** A CA/MPer starts by telling the rest of the group two truths and one lie about themselves, in any order. The CA/MPer must try to mix them up and use their best spy detective face so that all three could be believable “truths”. The other CA/MPers try to guess which was the lie by voting.

**Introduction to Project:** Introduce Rune Stones + Pouch

**Step by step:** how to use the Runic Alphabet to make Rune Stones

**Work time:** work on the Rune Stones

### afternoon session – tinkering time (1 hour)

**Finish Project:** Finish up Rune Stones + show them off! Decorate the pouch.

**Q+A:** Any questions?

**Treasure Map:** Color in Rune Stone Ruins on your treasure map!

**Preview of what is coming tomorrow:** Magic 8 Balls

**Announcement:** tomorrow is CJ PJ day! Wear your pajamas!

**Closing game:** Roses and Thorns or Popsicles and Poopsicles to close out

# code it! secret rune stones



## maker checklist

- cabochons, glass pebbles
- cardstock circles
- diamond glaze
- markers
- runic alphabet
- drawstring pouch



runic alphabet							
A	ᚠ	I	ᚱ	R	ᚷ	TH	ᚦ
B	ᚢ	J	ᚱ	S	ᚨ	EE	ᚨ
C	ᚣ	K	ᚱ	T	ᚱ	NG	ᚨ
D	ᚤ	L	ᚱ	UV	ᚱ	EA	ᚱ
E	ᚥ	M	ᚱ	W	ᚱ	ST	ᚱ
F	ᚦ	N	ᚱ	X	ᚱ		
G	ᚧ	O	ᚱ	Y	ᚱ		
H	ᚨ	P	ᚱ	Z	ᚱ		

use the rune alphabet above or make your own rune key

assign "meaning" to each of the symbols and create and decorate a symbol/meaning key.

punch 10 cardstock circles and choose 10 secret symbols

to draw on each of the 10 circles.

dot the flat half of a glass pebble with a tiny bit of Diamond Glaze

and affix a symbol circle so that the "drawn" side is pressed against the glue. do this for all of your circles, affixing them to each of your glass pebbles.

pair two pebbles (flat parts pressed together)

with another drop of diamond glaze, glue them together, pressing firmly so the glue reaches to the outside of the pebble.

use the stones for clues, and package in a cloth pouch.



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# Wednesday Schedule - Pajama Day!

## Project: Magic 8 Balls

### **morning session (1.5 hours)**

**Welcome Game - Sleeping Beauty:** The aim of this game is to “wake up” the sleeping beauty by making them laugh! Each CA/MPer will take their turn being sleeping beauty and trying to not laugh while other CA/MPers take turns trying to make them laugh through the screen. Be creative! Once the CA/MPer laughs, the group has successfully woken sleeping beauty from her slumber and it is someone else’s turn to be the “sleeping beauty!”

**Introduction to Project:** Introduce the Magic 8 Balls and go over the project how-tos

**Work time:** work on creating the Magic 8 Ball

### **afternoon session – tinkering time (1 hour)**

**Work time:** Finish up Magic 8 Balls and play with them together! Ask our friends questions that only the Magic 8 Balls can reveal!

**Q+A:** Any questions?

**Treasure Map:** Color in Crystal Ball Bay on your treasure map!

**Preview of what is coming tomorrow:** Light Up Wands

**Closing game:** Roses and Thorns or Popsicles and Poopsicles to close out

# predict it! magic 8 ball



## maker checklist

- plastic jar with tight fitting lid
- magic 8 ball template
- one game die
- sticky back craft foam
- card stock
- colorful sharpies
- scissors



## 1 prepare the cube



cut 12 squares (the size of the side of a die – trace first!) from colorful sticky back craft foam. you'll want 2 squares of each color. stick a different color square to each side of the die.

## 2 write the answers

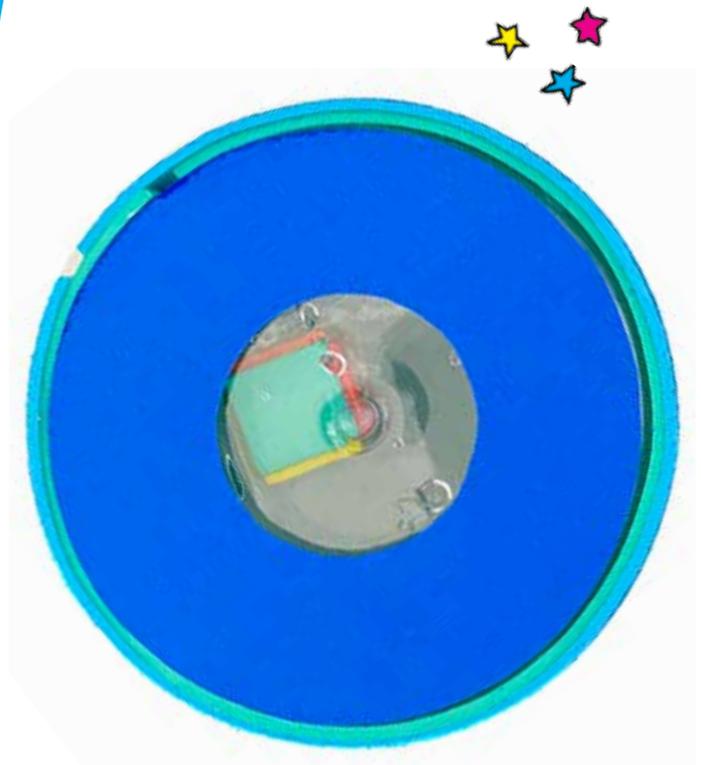
make an answer key that shows the answers associated with each color square of the die.

or you can write a clue or answer in sharpie directly onto each side of the die.

## 3 embellish

cut out the magic 8 ball template and secure it to the bottom of the jar with sticky foam squares. wrap the sides of the jar in sticky back craft foam to decorate however you like.

ask the questions that only your crystal ball can answer!



## 4 fill the jar

fill the plastic jar with water, all the way to the top, and add the magic cube. tighten the lid... tightly! turn the jar over so that the "bottom" becomes the "top." the cube will float up.

watch the magic answer appear!

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# Thursday Schedule

## Project: Light Up Wands

### morning session (1.5 hours)

**Welcome Game - Pictionary on Skribbl-io (<https://skribbl.io>):** Create your very own private room on Skribbl IO. Time to use those spy science detective skills but through pictures in an online version of Pictionary! Create a “private group” on Skribbl IO and invite your class to participate in it. CA/MPers will each get a chance to play + guess and the kids will have the best time! It is super fun and a new type of spy decoding that these sneaky detectives haven’t tried yet!

**Introduction to Project:** Introduce Light Up Wands with a brief explanation about why things light up and how circuits work!

**Work time:** Light Up Wands Step by Step and Work on Light up Wand

### afternoon session – tinkering time (1 hour)

**Work time:** Decorate + Finish Light Up Wands. Practice your magic tricks and spells! Try to get CA/MPers to share magic that they know or make up some of your own as a class!

**Q+A:** Any questions?

**Treasure Map:** Color in Enchanted Springs on your treasure map!

**Preview of what is coming tomorrow:** DIY Kaleidoscope

**Closing game:** Roses and Thorns or Popsicles and Poopsicles to close out

# enchant it! light up wands



## maker checklist

- wooden dowel
- coin battery
- two prong LED light bulb
- tape (washi or masking)
- scissors
- ribbon
- crafty bits



## 1 light it up!

don't worry, it won't shock you! slip your coin battery between the legs of your double pronged LED light.

**if your bulb does not light up, just turn the battery around!**

secure the light to the tip of your wand with a piece of tape.



## 2 personalize it!

make your wand your own embellish it with ribbons, colorful tape and any other crafty bits you would like!



## 3 cast a spell!

# abra cadabra



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# Friday Schedule

## Project: Kaleidoscope Museum Tour!

### **morning session (1.5 hours)**

**Welcome Game - 20 Questions:** The instructor will assign one CA/MPer (via the private chat feature) a celebrity, animal, or mystical creature to be. The other CA/MPers have to ask 20 questions to figure out who they are. Asking questions like “are you a human?”, “are you an animal”, “are you a singer”, etc. Give a many CA/MPers a chance to be “it” as they want!

**Introduction to Project:** DIY Kaleidoscopes and Step-by-Step how to

**Work time:** Make and finish Kaleidoscopes

**Treasure Map:** Color in Kaleidoscopic Coast on your treasure map!

### **afternoon session – tinkering time (1 hour)**

**Museum Tour:** Give all CA/MPers a chance to introduce the class to all of their awesome and totally Magical and Mysterious projects! Give each CA/MPer 2-5 minutes to talk about how they completed their treasure maps, what they learned, each project that they completed, what their favorite project was, what their most difficult project was, etc. Give other CA/MPers time for feedback, comments, or questions to the presenter!

**Closing game:** Roses and Thorns or Popsicles and Poopsicles to close out the week!

# reflect it! diy kaleidoscope



## maker checklist

- cardboard tube
- mirror board
- eye-piece template
- small petri dish
- rubber bands
- brass brads
- paperclip
- sticky foam squares
- colorful sequins, etc.
- corrugated cardboard
- cardstock or craft foam



1. *curate a colorful collection* of sequins, acetate and beads to get off to a fun and colorful start.

2. *use an awl (or a paperclip)* to poke 2 small holes in your tube, about 1/2-inch down from one end and opposite each other. Put the brass brads through the holes and open up the legs inside the tube to secure.

3. *cut out the eye-piece template* and use small pieces of sticky foam to secure the eyepiece to the tube. the eye-piece should be on the opposite end of the tube from the brass brads.

4. *carefully fold the mirror board* along each score mark to form a triangular prism, and tape the overlap to secure it closed.

*make sure the shiniest side of the board face inwards.*

5. *push the prism* into the cardboard tube so that the prism is flush with the eye-piece. (it will be recessed on the other end.)

6. *put your colorful things into the small petri dish.* **make sure to leave room for things to move around.**

7. *secure the petri dish closed using 2 rubber bands* criss-crossing each other.

8. *place the petri dish onto the end with the brass brads* and secure in place with another rubber band looped around the 2 brass brads.

9. *add a corrugated paper cuff* around the middle of the tube, so that you can hold the cuff with one hand and rotate the tube with the other.

10. *decorate* and play!



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