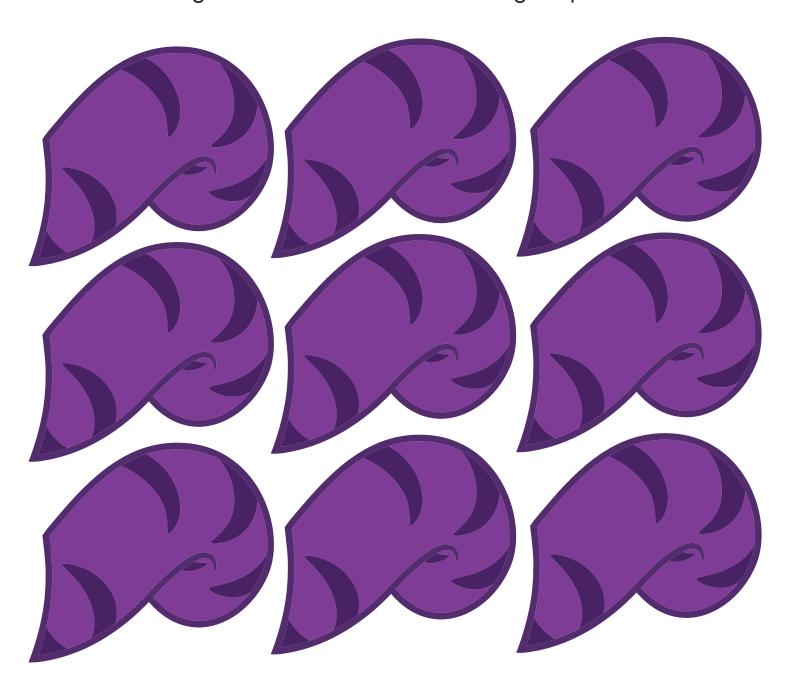


Pin the Tail on Seven:

- 1. Print out the picture of Seven and his tails.
- 2. Put up the picture of Seven on the wall (No need to cut out!)
- 3. Cut out tails and put tape on the base of each.
- 4. Each child gets a tail.
- 5. Spin the *blindFolded child and have them try to get the tail in the right spot on Seven.
- 6. The one who gets the tail closest to the right spot wins!



Oh snapdragons!

Hazel's spell went all wrong and Seven has lost his tail! Help Seven get his tail back!



nickelodeon parents

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Musical Cauldrons:

Get your Charmers-In-Training running, jumping, skipping, hopping, and playing make believe with this magical musical cauldrons game! When the music stops, turn your cauldron and do what's on the other side. Charmazing!

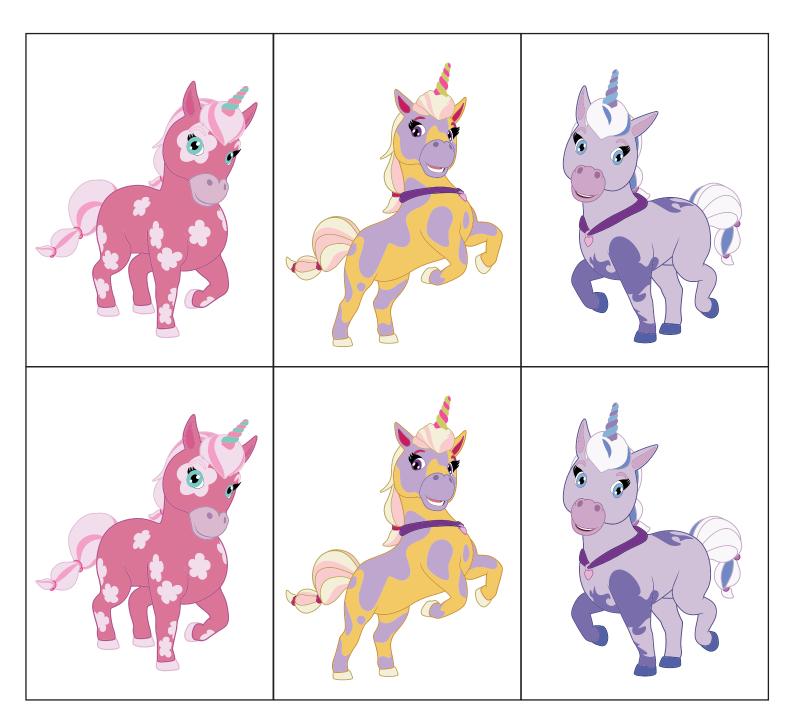
Act like a frog	Say "Charmazing!"
Act like Seven	Make up a Spell
Act like Treble	Clap your Hands
Act like Flare	Sing a Song
Hula Dance	Do 5 Jumping Jacks
Say "To the Charmhouse!"	High Five the Friend Beside You
Hug a Friend Beside You	Hop on 1 foot 10 Times

1. Print and cut out as many cauldrons as you need. 2. Cut out and glue the actions on the back of the tire. Write your own ideas if you want too! 3. Place the tires action side-down in a circle. The rest works just like musical chairs with some added fun!

Unicorn Memory Game:

- 1. Cut out the cards.
- 2. Place the cards facedown on a flat surface.
- 3. Take turns turning over the cards.
- 4. If you find a match, pick them up!
- 5. The one with the most matches wins!





Charmazing Bingo:

- 1. Print out different Bingo cards for each child and the call sheet.
- 2. Cut out the call sheet and put the squares into a hat or bowl.
- 3. Hand out one Bingo card to each child (each card should be different).
- 4. The caller should pull out one image, describe it and show it to the children.

















Call Sheet:

