

HEALING OF MAGIC

Using Magic Tricks in a Therapeutic Setting 6-Hour Course

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Course Objectives

1. Demonstrate an understanding of the therapeutic benefits of magic tricks in client treatment.
2. Distinguish which clients are appropriate for this type of treatment modality.
3. Evaluate and identify which magic trick(s) can be most beneficial to achieve a specific client goal.
4. Create an individualized client-centered treatment program by analyzing and assessing the movements required to perform particular magic tricks.
5. Verify how to appropriately document this technique for insurance reimbursement.

Who Should Attend

Occupational Therapists
Certified Hand Therapists
Physical Therapists
Recreation Therapists

Occupational Therapy Assistants
Speech/Language Pathologists
Physical Therapy Assistants
Child Life Specialists

What You Will Learn

1. The history, research, concepts, and implementation of “magic therapy” in a clinical setting.
2. A repertoire of simple magic tricks that can be used to address:
 - a. Cognitive Skills
 - b. Fine Motor Skills
 - c. Gross Motor Coordination
 - d. Sensory Motor Skills
 - e. Communication Skills
 - f. Memory
 - g. Attention & Concentration
3. Documentation and billing procedures for insurance reimbursement.

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SIX-HOUR COURSE SCHEDULE

(6 Contact Hours Awarded)

- I. Introduction to Healing of Magic (1 hour)
 - A. PowerPoint Presentation
 - B. Program History
 - C. Program Concepts and Research
 - D. Program Implementation

- II. Hands-On Teaching Session (4 hours; three 15 minute breaks)
 - A. Beginner Magic Tricks
 - 1. Challenge Knot
 - 2. Linking Paper Clips
 - 3. Floating Magic Wand
 - 4. Top to Bottom Wand
 - 5. Instant Knot
 - B. Intermediate Magic Tricks
 - 1. Jumping Rubber Band Routines
 - 2. Head Over Heels
 - 3. Topsy Turvy Bills
 - 4. One Hand Knot
 - C. Advanced Magic Tricks
 - 1. Threading the Needle
 - 2. Impossible Knot Challenge
 - 3. Rope Thru Neck
 - 4. Vanishing Knot
 - 5. Walk Thru Paper
 - D. Mind Reading Magic
 - 1. I've Got Your Number
 - 2. Number Mystery

- III. Guidelines for Use in a Therapeutic Setting (.5 hours)
 - A. Patient Selection
 - B. Individual versus Group Sessions
 - C. Use of Volunteers
 - D. Insurance and Billing Issues

- IV. Questions & Answers (.5 hours)

NOTE: A one-hour lunch break occurs between the Intermediate and Advanced Hands-On Teaching Session. Breaks are not included in allotted teaching time.