Science - Year 1/2A Spring 1

Everyday Materials

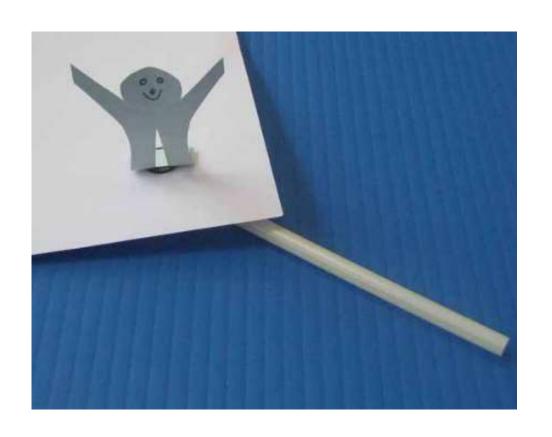
Brilliant Builders!

Session 3

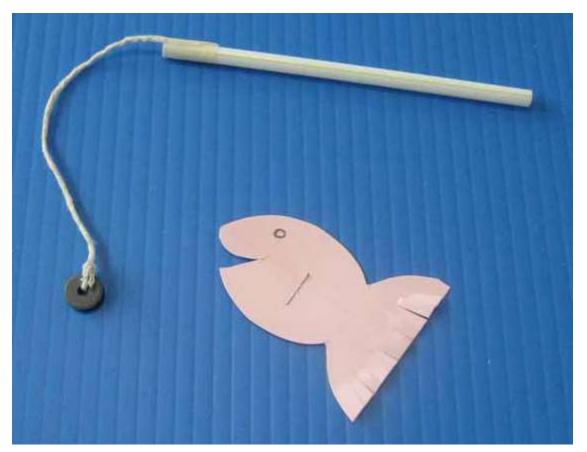
Resource Pack

© Original resource copyright Hamilton Trust, who give permission for it to be adapted as wished by individual users. We refer you to our warning, at the foot of the block overview, about links to other websites.

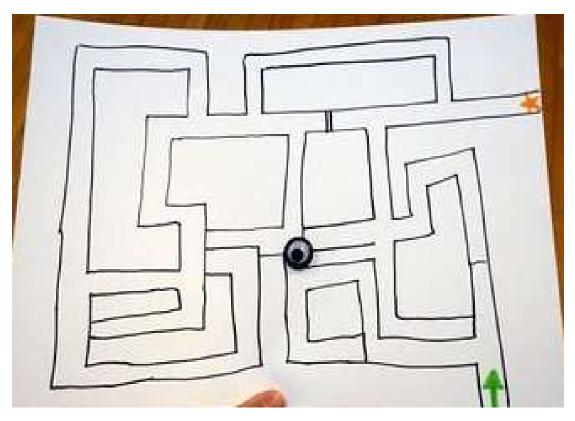
Magnetic Game ideas



Make a 'spinning person' by attaching a paper clip onto the person and then suspending it from a stick-on magnet on the end of a straw. A gentle 'blow' makes the person spin.



Make a fishing game by tying magnets onto string. Cut out fish and either staple them or pop a paper clip onto them to make them stick to the fishing rod magnet.



Draw a maze or map and guide a metal object along using a magnet underneath the paper.