

Science - Year 3

Forces and Magnets – Block 3FM

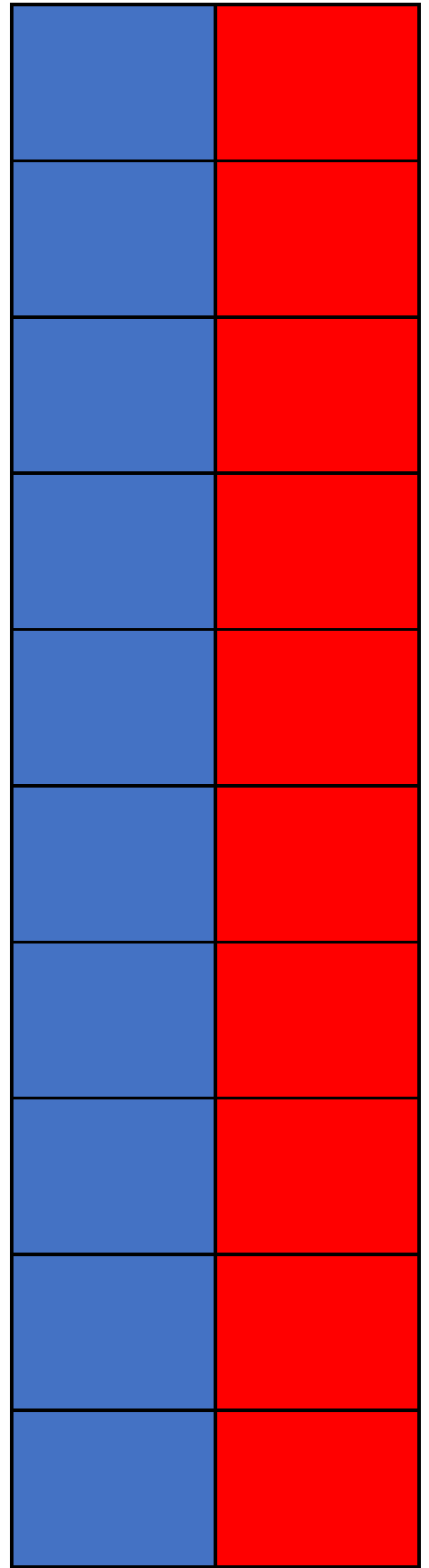
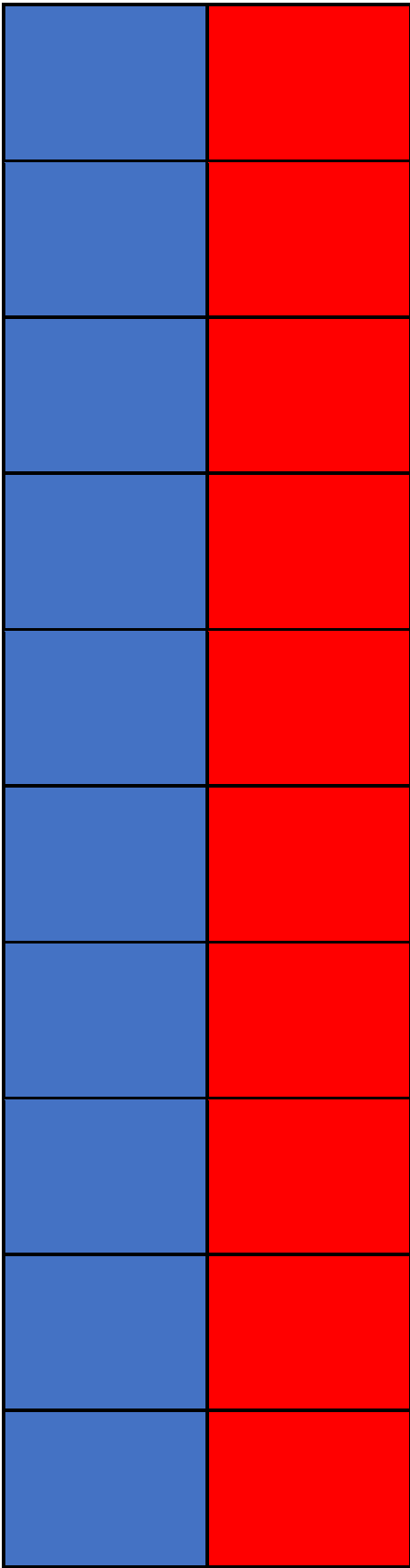
Amazing Magnets

Session 5

Resource Pack

Bar Magnets to print

Side 1



Attract
Attract
Attract
Repel
Repel
Attract
Attract
Attract
Repel
Repel

Attract
Attract
Attract
Repel
Repel
Attract
Attract
Attract
Repel
Repel

Group Activity Summary

Names of people in the group	
Challenge (Write what people have to do)	
What will this teach people about magnetism?	1.
	2.
	3.

Session 5 Teachers' Notes

Chain Magnets

The session starts with an active game called Chain Magnets which will make a great recap of the learning on attraction and repulsion between different magnets. It will help with assessment of understanding for the objective:

- **Predict whether two magnets will attract or repel each other, depending on which poles are facing**

The only resource you need for this is a set of about 40 cardboard red/blue bar magnets with either Attract or Repel written on the reverse side of each. This is given as a session resource and should be double printed and trimmed prior to the session.

If possible arrange to play this game in a large playing space because the children will enjoy the excitement of running up and down to collect the magnets in a competitive race style game. A hall would be ideal or even a playground or playing field as you could laminate the magnets to stop them blowing away and to protect them from dampness. If you do not have access to a large playing space, it is still possible to play in the classroom as you could distribute the magnets on, in between and even under the tables for the children to find. If you are playing in the classroom, you may want to remind the children of your class rules for moving safely round the room.

The rules of the game are explained to the children on the *How to Play Chain Magnets* PowerPoint.

Ideas

Your children may come up with a large range of good ideas for magnetic activities for visitors to the science fair as a result of the many exploratory tasks they have done during the previous sessions. If so, you may decide not to show the ideas PowerPoint and allow them to pursue their own ideas instead. If this is the case, you may still want to show the last slide which encourages the group to try out their idea once they have made all their resources and write a sign to challenge people.

Plenary

You could invite children to try out the activities that other groups are offering. However this will be rather time consuming as many tasks are for one individual at a time and will take several minutes. Instead it is suggested that groups demonstrate their tasks to the class at this stage with a promise that there will be time to try some of them out next session. The important thing is that the class is encouraged to consider what each task will teach people who participate. This may take some skilful questioning to tease out, e.g.

In a track or maze task, the playing piece is pulled along by a magnet under the table so you could ask

Would the game work if the playing piece didn't have a paper fastener?

What does that teach us?

Or How come the piece is pulled along even though the magnet is under the table?

What does that teach us?