



TODAY YOU WILL COMPLETE A

BRAIN DUMP

A **BRAIN DUMP** is when you write down **EVERYTHING** you can remember about a topic. When your brain struggles to remember something, you actually remember **BETTER** the next time!

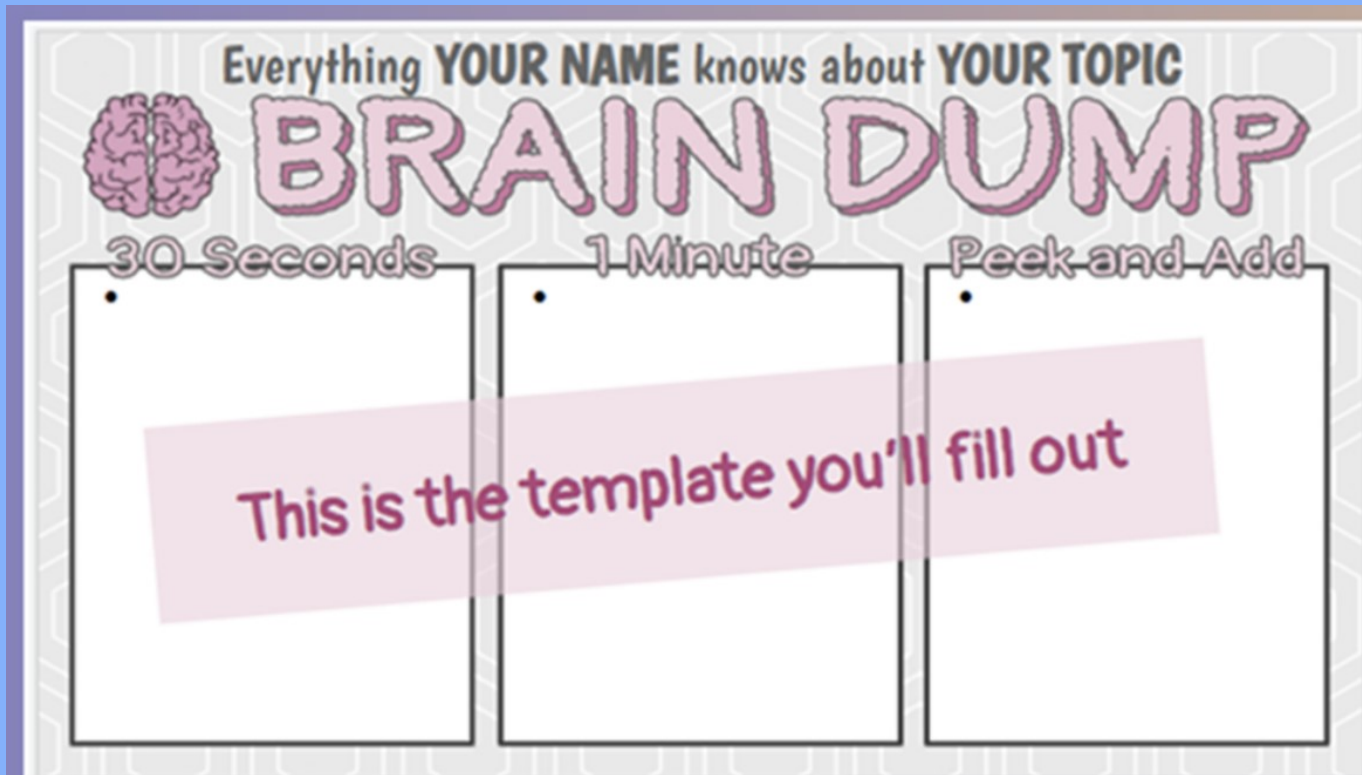
- The first 30 seconds you will write things you easily remember.
- Then you stretch your brain for one minute and think hard to remember more.
- Lastly, you will peak at classmates' **BRAIN DUMPS** and write down more things you remember for 2 minutes

Or peak at previous work and ask a grown up/sibling


This is a way to see what you know well and then help your brain stretch so you remember more after the **BRAIN DUMP** than you did before!

Learn more on the next slide!

Today you will brain dump everything you know about forces and magnets .



Everything **YOUR NAME** knows about **YOUR TOPIC**

 **BRAIN DUMP**

30 Seconds 1 Minute Peek and Add

This is the template you'll fill out

The graphic shows a template for a 'Brain Dump' activity. It features a title 'Everything YOUR NAME knows about YOUR TOPIC' and a large 'BRAIN DUMP' header with a brain icon. Below the header are three columns for writing, labeled '30 Seconds', '1 Minute', and 'Peek and Add'. A pink banner across the columns says 'This is the template you'll fill out'.

Let's go. Remember to time yourself on each section

Fill in your name and the topic name which is forces

Everything _____ knows about _____



BRAIN DUMP

30 Seconds

-

1 Minute

-

Peek and Add

-

Date

LO: To devise and create a magnetic game

- Identify materials that are attracted to magnets.
- Use the force of magnetic attraction to make a magnetic game.
- Explain how a magnetic game works by attracting materials.

Use the Force

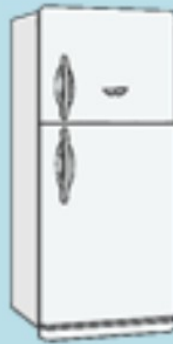


We know that magnets have a magnetic field around them that produces a pulling force on some materials. This pulling force can go through other materials such as paper or wood. We know this from our paperclip investigation.

How is magnetic force used in the objects below?



Compass



Fridge



Vending
Machine



Laptop

Useful Magnets

This magnetic force can be used...
to point north in a compass;



to hold a fridge door closed;



to sort coins in a vending machine.



in a laptop lid so that the computer can tell if it is open
or closed;



Today you are going to design and create a game that uses magnetic force to attract materials.

You will have chance to try out your games and evaluate them.

There are several ideas for games you may choose to make.
Let's have a look at some ideas, and the equipment available.

Magnetic Games



Racing Game

How about creating a racing game? Draw a race track on card or paper. Cut out cardboard people or cars to race on the track, and attach a paper clip to each one. By holding a magnet under the track, you can control a racer and move it around the track.



Fishing Game

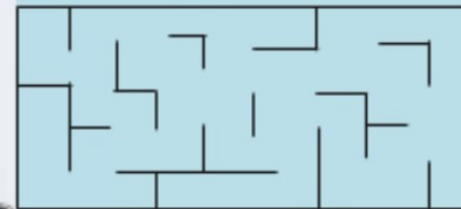


Or you could create a fishing game. Draw a pond on cardboard, or use a bowl or tray. Cut some fish shapes out of cardboard and attach a paper clip to each one. Place them in your pond. Tie a magnet to a straw or dowel with a length of string to make a fishing rod. Use the fishing rod to catch fish from the pond!



Magnetic Maze

Why not make a magnetic maze? Draw a maze on a piece of card. Hold a magnet under the card and try to guide a paper clip around the maze. Can you find your way to the centre, or make your way out?



You can use one of those ideas or one of your own.

When you have decided on an idea design your game in your book. Set it out like this →

When you are happy with your design and have answered the question you can make it.


Date: _____


LO: To devise and create a magnetic game


Design and label your magnetic game:


How does your game use magnetic forces to attract materials?


Use these words to help you explain your ideas.



magnet



attract


iron


steel


paper clip


force


pull

Share your game with some in your house if you can.
Explain how your game works, then let them try it out.

Afterwards ask them the questions below and write their
answers in your book.

Did the game work: _____

What part impressed you the most? _____

How could I improve it? _____
