






# Move It!

Keywords	Level	Time	Core Skills	Type of Activity
				
Forces Motion Magnets	Junior Primary JI- 2 <sup>nd</sup> class	1h 15 min	Modelling Inquiry activity	Hands-on Science

## Brief Description



Students will explore how to make things move without touching them! Hands on activities with magnetic materials, a toy rocket launcher and marble runs will enable students to solve problems and work together.

## Learning Objectives and Curricular Links



Junior and Senior Infants, 1<sup>st</sup> and 2<sup>nd</sup> class : Energy and Forces; Forces

- explore, through informal activity with toys, forces such as pushing and pulling
- explore how the shape of objects can be changed by squashing, pulling and other forces
- investigate how forces act on objects
- explore how objects may be moved by pushing and pulling
- become aware of and explore how ... moving air can make things move
- observe and investigate the movement of objects such as toys on various materials and surfaces




## Materials



Magnets, Magnetic marbles, Paint and paper

Empty plastic milk bottles, Rocket mouse templates, Sellotape, Scissors

Marble runs (half round pipe lagging), Marbles, Masking Tape

	<p><b>Background Information / Skills required</b></p>
	<p>Children should have had some experience of working in small groups and taking turns.</p> <p>Some fine-motor scissor skills are needed to cut out the 'rocket mouse.'</p> <p>Simple fair tests will be used in the inquiry activity.</p>
	<p><b>Summary Activity Description</b></p>
	<ol style="list-style-type: none"> <li>1. Marble Painting: students will explore magnets, then use magnetic marbles to produce a painting.</li> <li>2. Rocket Mouse: explore how to move a simple 3-D shape with air. Students will use an inquiry approach to find out the effect of different size launchers on how high the rocket mouse jumps.</li> <li>3. Marble Runs: students will work in small groups to assemble and test marble runs.</li> </ol>
	<p><b>Additional Information / Follow on Activities</b></p>
	<p>Rocket mouse template and activity outline can be found at: <a href="https://learning-resources.sciencemuseum.org.uk/resources/rocket-mice/">https://learning-resources.sciencemuseum.org.uk/resources/rocket-mice/</a></p> <p>A variant on the marble runs to "Create a track that keeps a marble rolling longer than any other team's does." is at: <a href="https://www.discovere.org/sites/default/files/Marble%20Run_082716.pdf">https://www.discovere.org/sites/default/files/Marble%20Run_082716.pdf</a></p> <p>DPSM Activity: <a href="#">Investigating Slopes</a></p>