



This half term we are going to **revise/recap** what we have learnt in Science this year!

This week you need to think back to when we learnt about forces and magnets in October-December!

Forces and Magnets

Activity

1) Write true or false next to each statement.

A force is a push or pull.	
Friction is a force.	
More friction is caused when an object moves over a smooth surface.	

2) Draw two arrows to show the force and friction in the situation below.



Answer these questions.

Turn over! There are more questions on the other side!

3) Name two surfaces that produce more friction when an object moves over it.

_____ and _____

4) Fill in the missing words in the passage below using the word bank to help you:

A magnet is an object which produces a _____ force that _____ certain objects towards it. Objects which are _____ to a magnet are called magnetic. Objects which are not attracted to a magnet are called _____. When a magnetic force pulls a magnetic object towards it, a magnetic _____ is made. A magnetic field is _____.

attracted	field	magnetic
pulls	non-magnetic	invisible

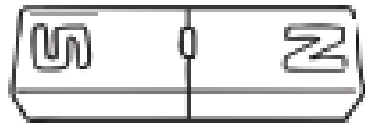
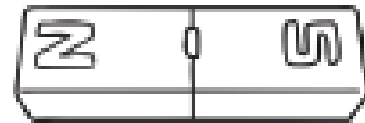
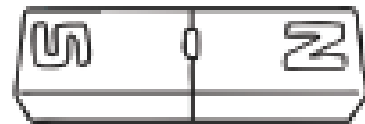
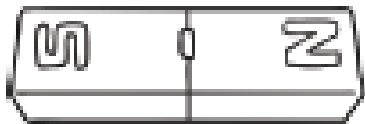
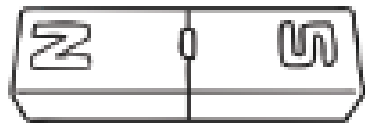
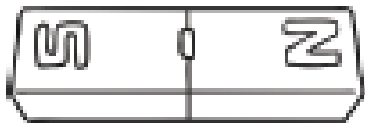
5) Circle which of the following materials are magnetic:

iron plastic wood nickel
copper aluminium cobalt

6) What are the two ends of a magnet called?

_____ and _____

7) Use arrows to show when the poles will repel (push away) each other and when they will attract (pull together) each other.



Activity

Have a look on the school website (Year 3 Home Learning) to see a forces and magnet game you could play. Maybe you could use this as inspiration to make your own?

Magnetic Materials Game

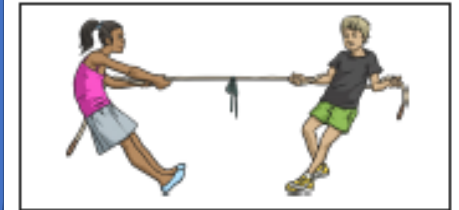
Instructions
 The aim of the game is to be the player with the most points when a player first reaches the 'Finish' space.
 You will need one counter per player and a 1-6 dice.
 • All players place their counters on the 'Start' space.
 • Roll a dice and move along the board the number of spaces shown on the dice.
 • If you land on a space with a picture of a material or object that is attracted to a magnet, you get one point.
 • If you land on a space with a picture of a material or object that is not attracted to magnets, you lose 1 point.
 • Keep track of your points so you can see who has got the most points at the end of the game.



Forces are pushes and pulls. These pushes and pulls usually change the motion of an object. They could make an object start to move, go faster, stop moving or go slower.

Draw examples of actions in the boxes below. Here is an example:

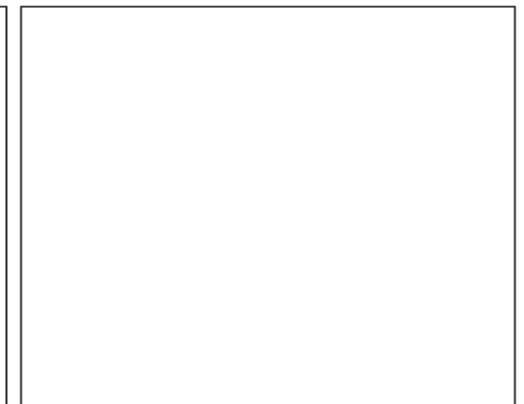
Activity



pull



pull



push



pull



push