

Magnets

MIND

think and do



Aim: To have fun with magnets

Equipment:

- Various magnets – hardware shop
- Card
- Tape
- Scissors
- Paper clips
- Cork
- Paper
- Drawing pins
- Dress making pin



No maximum number
depending on adequate
supervision

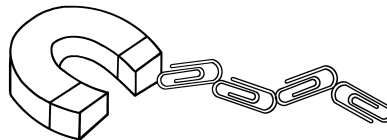


Depends on activity

Level:
3rd year

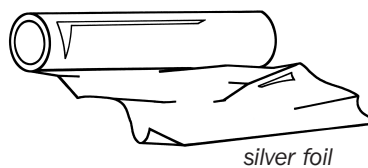
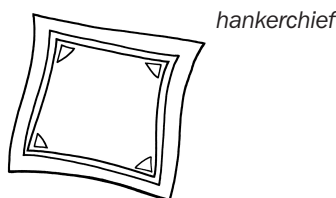
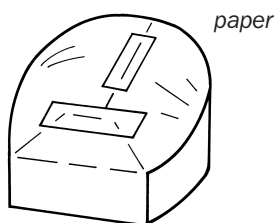
Find the Strongest Magnet

- Use a magnet to pick up a paper clip.
- Place a second clip on the bottom of the first (the magnetism flows through and helps them cling together).
- Keep adding clips to find the strongest magnet.



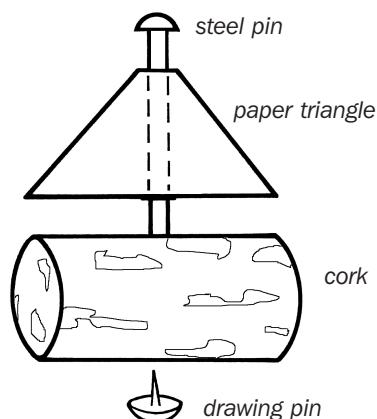
Stop the Magnetic Force

- Can you block the power of a magnet by wrapping something round it?
- Wrap the magnet in paper – will it pick up paper clips?
- Now try it with material, foil of a piece of plastic.
- How many layers of material do you need before the magnet is unable to pick up the paper clips?



A Magnetic Boating Game

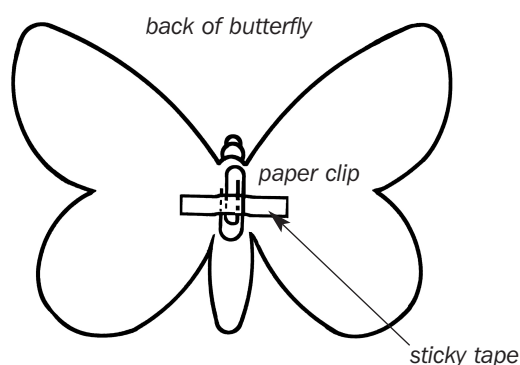
- Make two or three boats.
- Float the boats in a bowl of water.
- Make a magnetic rod by tying a magnet on a piece of cane with strong cotton or string.
- Without touching the steel pins, make the boats move, and have a race.



This craft requires the use
of scissors and pins.
Leaders should exercise
appropriate supervision

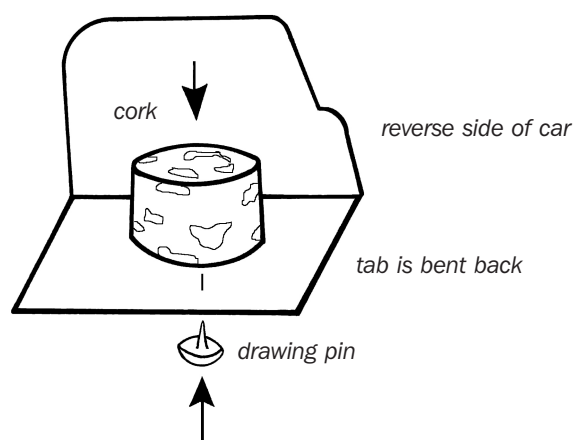
A Magic Butterfly

- Make a large butterfly out of paper, colour it, and attach it to a paper clip.
- Hold the butterfly on a sloping piece of card and hold the magnet behind it on the back of the card and watch it move.
- If you make snails or animals instead you can have a race.



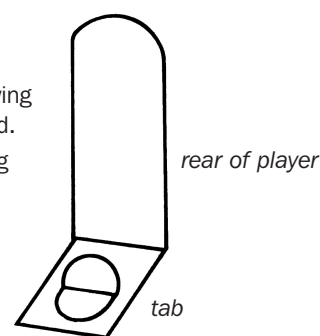
Car Driving

- Draw a road layout on a sheet of card with roundabouts, junctions, houses and trees etc.
- Make some card cars and colour these in and put a drawing pin on each of the tabs to hold the cork in place.
- Then using a magnet tied to a stick, under the road, make the cars travel along the road.
- Penalty points can be awarded if the cars leave the road.



Football Game

- Using the same principle as above, with a cork and drawing pin, make a diagram of a football field on a sheet of card.
- Make the players as shown, and then have a game using a light ball (e.g. a table tennis ball) and see who can score the most goals.



Magnetic Fish

- Cut out a number of fish shapes onto card approximately 8cm long and colour them in.
- Attach a paper clip to the end of each fish.
- To make the rods, attach a piece of thread to a length of dowl and fix a magnet onto the other end of the thread.
- Put the fish in a bowl, the boys can now go fishing...