

LEARNING RESOURCE

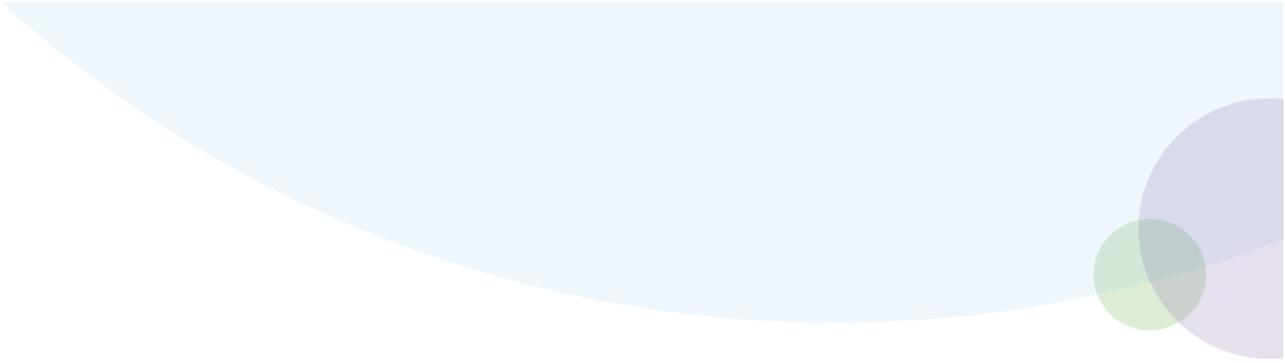
MAGNETIC ANIMALS MAGNETISM RESOURCE 5

MATERIALS

- Pipe cleaners (Variety of sizes and colours)
- Stiff card 1 per child
- Felt pens/crayons
- Coloured paper (optional)
- Magnets 1 per child (min of 0.2kg pull with min 1cm x 1cm surface area on at least one side)
- Lollipop stick 1 per child
- Tape
- Craft materials
- Cotton reels 4 per child (optional)

PREPARATION

- Cut your card to size. We recommend not too much smaller than A4.
- In order to limit size of animals to appropriate dimensions you may wish to trim longer pipe cleaners down to a more convenient size (approx. 10-12cm).
- This activity fits well with “Animals, including Humans” or “Living Things and their Habitats”. You can discuss animals, their habitats and their food requirements before the activity.
- Children can each select an animal and make a mind map about their habitat and food chain or maybe can invent their own animal and decide what sort of habitat it would live in and what it would need to eat. They can draw/design their animal pointing out types of teeth, skin covering and colouring etc. and why that would make them suitable for certain habitats.

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- These are optional suggestions.

ACTIVITY INSTRUCTIONS

1. Select/design an animal for the activity.
2. Give each child a piece of card and access to felt pens (also coloured paper and other craft materials, should you have time to allow for in-depth creativity).
3. Allow time for children to create a habitat on their piece of stiff card. Recommend that if they are using craft materials, they have some areas where they only use felt pen; maybe a path through the habitat.
4. Provide pipe cleaners for children to make their animals with. The animals need to have “Feet”, so that they are able to stand up by themselves, and have a certain amount of the pipe cleaner making contact with the card.
5. Create a magnetic wand by taping a magnet to the end of a lollipop stick.
6. Prop the card based habitats on cotton reels, if available, or on stacks of books; need to be high enough that can get magnetic wand underneath.
7. Place animal in habitat, hold magnetic wand underneath the card (and animal) and move the wand; this should allow them to move the animal around the habitat.

SUGGESTED EXTENSIONS

- To experiment with this activity, you can get students to use a variety of magnets to move their animals; Does this effect the way or distance that animals are able to move?
 - Do you have to be touching the magnet to the card or does it work from a distance?
 - If you have built a habitat using craft materials, is there a limit as to where your animal can move? Why do you think this is?
 - If you attach a magnet to the underside of your animal, are you able to make it float using your magnetic wand?
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