



## EduTrend Contents

G4C · SCIENCE AND EXPERIMENTATION GAMES · PRIMARY

# Magnet Hunt

Predict which items a magnet attracts, test and sort them, then hunt for magnetic surfaces

Ages 5–10

Level: Developing

20 minutes

Pairs · up to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

## ACTIVITY 02 · AT A GLANCE

# Magnet Hunt

Pairs get a bar magnet and a tray of mixed items such as paper clips, buttons, spoons, foil, rubber bands and screws. They predict which items the magnet will attract, test each one and sort them into two hoops. Then they walk around the room testing safe surfaces such as table legs and radiators. Pairs share what the attracted items have in common.

## Learning outcomes

By the end of the session pupils can:

- predict and test;
- sort by a property;
- notice patterns;
- explain findings.

**KEY WORDS**

magnet · attract · metal · predict · sort · pattern

**CURRICULUM LINKS**

Science: magnets and materials.  
Maths: sorting.

**1****WONDER**

Ask a question

**2****PREDICT**

Commit to a guess

**3****TEST**

Try it safely

**4****RECORD**

Write it down

**5****EXPLAIN**

Why did it happen?

**6****TIDY**

Clear up and wash hands

## Materials (per pair)

- One bar magnet per pair
- Tray of mixed safe items
- Two sorting hoops
- Worksheets 1, 2 and 3

## Before the session

- Prepare trays.
- Check items are safe.
- Choose safe surfaces.
- Model a test.

**SAFETY**

Keep magnets and small items away from children who mouth things. Never test electrical items or devices.

## ACTIVITY 02 · SESSION PLAN

# Step by step

Surprises give children a genuine reason to look for an explanation.

| Time                 | What happens                     | Say or ask                                       |
|----------------------|----------------------------------|--------------------------------------------------|
| 0–3 min<br>Wonder    | Show a magnet picking up a clip. | <i>“What else might it pick up?”</i>             |
| 3–5 min<br>Predict   | Predict each item.               | <i>“Why do you think so?”</i>                    |
| 5–15 min<br>Test     | Test, sort, hunt.                | <i>“Were you right?”</i>                         |
| 15–20 min<br>Explain | Share patterns.                  | <i>“What do attracted items have in common?”</i> |

**CHALLENGE CARD (print or copy onto the board)**

Predict, test and sort every item, then explain one pattern you noticed.

## ACTIVITY 02 · FACILITATOR NOTES

# The science game know-how in brief

Predicting before testing makes results meaningful.

Sorting results helps children spot patterns.

## Common ideas to listen for

- “Magnets attract all metals.” Some metals are not attracted.
- “Bigger magnets attract everything.” Material matters.
- “Shiny means magnetic.” Foil is shiny but not magnetic.

## Adapting the activity

### Support

Include only items with clear results.

### Stretch

Find two metal objects that are not attracted and suggest why.

WORKSHEET 1

# Magnet predictions

Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

Predict and test.

## Results

| Item | Predict | Result |
|------|---------|--------|
|      |         |        |
|      |         |        |
|      |         |        |
|      |         |        |
|      |         |        |

WORKSHEET 2

# Room hunt

Record surfaces tested.

Surfaces

| Surface | Attracted? |
|---------|------------|
|         |            |
|         |            |
|         |            |

## WORKSHEET 3

# Reflection

Draw or write.

**Things a magnet attracts are...**

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FOR THE TEACHER

# Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

| Pupil | Predicts | Sorts accurately | Explains a pattern |
|-------|----------|------------------|--------------------|
|       |          |                  |                    |
|       |          |                  |                    |
|       |          |                  |                    |
|       |          |                  |                    |
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|       |          |                  |                    |
|       |          |                  |                    |

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Magnet Hunt is a sample activity from the EduTrend Contents G4C Science and Experimentation Games programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at [edutrend.org](https://edutrend.org).