

Purpose: Students will learn how the poles of magnets attract and repel each other.

What you will need: 3 pieces of string (each 12 inches (30.48 cm) in length), 2 ring magnets, 2 bar magnets, and 2 metal horseshoe magnets.

A SWINGING GOOD TIME

ACTIVITY 3:

Application: Did both groups come up with similar values for each type of magnet? Which magnet seemed to be the strongest? Which was the weakest? What do you think affects the strength of the magnetic pull?

1. Allow students time to compare their results with the other group.
2. Repeat this procedure until every magnet (wand, ring, bar, and horseshoe) has been tested.
3. Do this three times with the marble, and three times with the magnetic chips.
4. Be sure to record all values.
5. Have each group place a magnetic marble at one end on the zero value and one of the magnets (wand, ring, bar, or horseshoe) at the other end. Slowly move the magnet toward the marble. When the marble rolls to meet the magnet, stop moving the magnet and record where the magnet was stopped.

1. Separate the students into two groups and divide the tools from “What you will need” (above) evenly between the two groups.

Purpose: Students will learn how the type of magnet has an effect on the strength of the horseshoe magnets, 8 magnetic marbles, 8 magnetic wands, 2 ring magnets, 2 metal

ACTIVITY 2:

Application: Were you surprised with any of the findings? What do all the magnetic items have in common?

1. Divide the children into 14 groups and give each group one magnet.
2. Have the students predict what items are magnetic by looking around the classroom and making a list.
3. Then, have the groups test their ideas with the magnets to see what items on their list are magnetic.
4. Have students continue testing objects around the classroom.
5. Students should write down what they tested, and which items were magnetic and which items were not.
6. Give students a chance to compare their results with other groups.

Purpose: Students will learn about and discover what items around the classroom are magnetic. (Be sure to instruct students not to test things like videotapes, cassette tapes, and computer monitors.)

What you will need: 7 magnetic wands, 5-inch (12.7 cm) plastic horseshoe, 2 metal horseshoes, 2 bar magnets, and 2 ring magnets.

ACTIVITY 1:

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3. Have the first team come up to the table and pull the amount of magnetic chips out of the pile that they think the wand will pick up.

2. Place all the magnetic chips in a pile on a table.

1. Divide students into 7 teams, giving each team a magnetic wand.

Purpose: Students will use their new knowledge on magnets to hypothesize the strength of a magnet's pull.

What you will need: 7 magnetic wands, and 100 magnetic chips.

100-CHIP PICKUP

ACTIVITY 5:

Application: Were you surprised that the magnet was able to attract even through an object? Did you notice any decrease in the magnet's force? Was there any object that blocked the magnet's force? Why do you think the magnet's force was blocked?

4. The students should continue the above process until all objects have been tested.

3. Next, have the students conduct the same test, but this time putting an object—for example, a piece of paper—between the magnet and the magnetic chips.

2. Have the students first test their magnet to see how many paper clips or magnetic chips they can pick up with the magnet. Have them try this three times and record their results.

1. Separate the students into small groups, making sure to give each group at least one magnet and some magnetic chips. Each group should receive the same objects through which to test the magnetic force.

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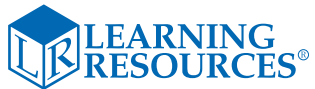
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LER 2064

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Súper Laboratorio Magnético Le magnifique laboratoire des aimants Supermagnetlabor

Welcome to the wonderful world of magnets! This kit is designed to fill your children's minds and imaginations with all the possibilities of using magnets. Children will explore magnetic fields, forces of attraction and repulsion, how magnets are used in everyday items, and other exciting characteristics of magnets.

The Super Magnet Lab includes all the tools you need to start exciting discoveries about magnets. The kit includes: a set of seven magnetic wands, two bar magnets, two ring magnets, two small metal horseshoe magnets, one 5-inch (12.7 cm) plastic horseshoe magnet, 10 magnetic marbles, and 100 magnetic chips.

Please note that all activities are geared toward a classroom setting but can be adapted for individual use.

FUN FACTS:

- Natural magnets are made from iron, nickel, and cobalt.
- A shepherd named Magnes, who lived in a Greek town named Magnesia, is believed to have discovered magnets about four thousand years ago. His discovery was actually an accident. It happened one day when he was walking and the nails in his shoes and the tip of his metal staff became stuck on the large black rock he was standing on. The rock was named Magnetite either after Magnes or the town Magnesia.
- Magnets used to be so mysterious that they were believed to be able to heal, drive away evil spirits, and possess magical powers.
- In the 1600s, William Gilbert discovered that Earth is a giant magnet.
- Some roller coasters use magnets to help accelerate and slow down the cars on the track.
- Sometimes magnets are used in the medical field to help reduce pain and speed up healing of some injuries, such as a sprained ankle or arthritis.
- If a magnet is broken in half, a new pole will form on either end of the magnet creating two new, separate magnets.
- It is impossible to have a magnet with only one pole.

WARNING:
MAGNETS—This product contains small magnets. Swallowed magnets can stick together across intestines causing serious infections and death. Seek immediate medical attention if magnets are swallowed or inhaled.

WARNING:
CHOKING HAZARD - Small parts. Not for children under 3 years.

WARNING:
CHOKING HAZARD - Toy contains a small ball. Not for children under 3 years.



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