



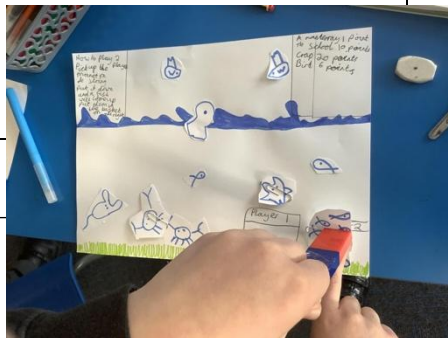
Knowledge Organiser Year 2/3 (DT)



"Sticky Knowledge"

Mechanisms - Magnetic Games

- Magnets attract (pull together) or repel (push apart) certain materials.
- Only some materials, like iron, steel, nickel and cobalt are magnetic.
- Opposite poles attract (North to South) and like poles repel (North to North).
- Magnets can make objects move without touching them.
- Magnetic forces can be used to make games move or work, like mazes, fishing games or pinball.



Unit Overview

Children will:

- Design a purposeful product using magnets to control movement or interaction.
- Test how materials respond to magnetic force.
- Improve designs based on results.



Key Vocabulary

Magnet	An object that can pull certain metals towards it.
Magnetic	Able to be attracted to a magnet.
Pole	One of the two ends of a magnet, called the north pole and south pole.
Attract	To pull something closer.
Repel	To push something away.
Force	A push or a pull that can make something move.
Material	What something is made from, such as wood, plastic, or metal.
Game Board	The board that players use to play a game on.
Token	A small piece used to show a player's position in a game.
Movement	The action of moving from one place to another.
Design	A plan or idea for how something will look or work.
Evaluate	To think about how well something works and what could be improved.
Prototype	A first model or example made to test an idea.
Decoration	Something added to make an object look more attractive or interesting.

Method

Making

Read your plan carefully.
Make sure you are prepared.
Check as you go to avoid mistakes.

Evaluating

Which materials did you choose and why?
Would your user like it?
How did you use the magnets?
How could your game be improved?