

Designing to Push and Pull

Name: _____

Date: _____

WORKED EXAMPLE

We can design toys, games and playground equipment that move with a push or a pull. A swing needs a push to go up high. A pull-along toy needs a pull to follow you. A seesaw uses a push and a pull to go up and down. A good design shows where the force goes and which way the object will move.

Q1

Circle the ones that use a push or a pull to move: a swing, a slide, a pull-along toy, a picture on the wall.

Q2

A swing needs a push to make it move. Tick one:
yes ☐ no ☐

Q3

Draw a toy, game or playground thing you could design. Draw an arrow to show the push or pull that makes it move.

Q4

Draw a line to match: swing, seesaw, pull-along toy
— push it, push and pull, pull it.

Q5

A swing needs a _____ to make it go up high.

Q6

You _____ a wagon to make it follow you.

Q7

Look at the lesson slide. Design your own toy or game. Draw it and label the push or the pull that makes it move.

Q8 CHALLENGE

Show your design to a friend with a model, a drawing, or role-play. Write which way it moves.