

Designing to Push and Pull



Design something that moves with a push or a pull



SWING

Push • a push sends it up



SEESAW

Push & pull • up and down



ROUNABOUT

Push • push it to spin



PULL-ALONG

Pull • pull it along

DESIGN IT YOURSELF

Design a toy, game or piece of playground equipment that moves with a push or a pull. Show where the force is and which way it moves. You can build a model, draw and label it, or act it out with a friend.



TEACHER GUIDE **Big idea:** We can design toys, games and playground equipment that move with pushes and pulls. A good design shows where the force is applied and which way the object moves. We can represent our ideas with a model, a labelled drawing, or by acting it out.

Ask: What push or pull makes your design move? Where is the force, and which way does it go? Could you show it with a model, a drawing, or role-play?