# **Y1/2** — Assembly Plan 2 The Magic of Science

# What makes things move?

#### Preparation:

- 1. Gather a selection of items that will demonstrate different types of movement (a ball, a feather, a balloon, a toy car on a ramp, a magnet, and a paperclip).
- 2. Prepare a PowerPoint with pictures showing different ways objects move (e.g., a rolling ball, a bird flying, a leaf falling).
- 3. Choose an arrival song such as "The Magic of Science" (YouTube) or "What a Wonderful World" (Louis Armstrong).
- 4. Set up a ramp, magnet, and other props in advance.

1	<ul> <li>Welcome and Introduction (2 minutes):</li> <li>Greet the children enthusiastically.</li> <li>Ask, "How many of you like to run or jump?" Then introduce the big question: "What</li> </ul>
1	<ul> <li>Ask, How many of you like to run or jump? Then introduce the big question: What makes things move?"</li> <li>Tell them they will be seeing some science magic today!</li> </ul>
	Demonstration 1 - Rolling (5 minutes):
2	<ul> <li>Show the children a ball and a toy car on a ramp. Place the ball at the top and ask, "What do you think will happen if I let go of the ball?"</li> <li>Let the ball roll down and explain that the ball moves because of a force called gravity.</li> <li>Repeat with the toy car, asking them why they think it moves in a similar way. Use the word force and explain that pushing and pulling are ways to make things move.</li> <li>Ask the children to imagine pushing their toy cars at home and how they go faster if they push harder.</li> </ul>
	Demonstration 2 — Floating and Falling (5 minutes):
3	<ul> <li>Take out a feather and a small ball. Hold them both up and ask the children to predict which one will fall faster.</li> <li>Drop them together and discuss the results. Explain that they are both affected by gravity, but the air helps slow down the feather.</li> <li>Ask the children, "Why do you think birds don't fall straight to the ground like the ball?"</li> <li>Briefly explain how air can help things float or fall slowly.</li> </ul>

	Interactive Moment – Moving Like Objects (5 minutes):	
4	<ul> <li>Ask the children to stand up and pretend they are different objects moving. Start by rolling like a ball—crouch down and pretend to roll. Then, ask them to float like a feather, slowly drifting through the air.</li> <li>Finish by asking them to pretend they are magnets pulling metal objects towards them. Have them stretch out their arms and pretend they are attracting metal with a force.</li> <li>Encourage giggles and movement as they explore these ideas physically.</li> </ul>	
Demonstration 3 – Magnetism (5 minutes):		
5	<ul> <li>Show the children a magnet and a paperclip. Ask, "What do you think will happen if I bring the magnet close to the paperclip without touching it?"</li> <li>Slowly bring the magnet close and watch as the paperclip is pulled toward it. Explain that magnets have a special force that can pull things made of metal. This is called magnetism.</li> <li>Ask the children if this feels like magic to them. Reveal that it's not magic—it's science!</li> </ul>	
	Conclusion (3 minutes):	
6	<ul> <li>Recap what the children have seen: "We saw a ball roll because of a push, a feather float because of air, and a magnet pull a paperclip without touching it."</li> <li>Explain that science helps us understand why things move and that next time they see something move, they can think about whether it's being pushed, pulled, or affected by a force like gravity.</li> </ul>	

#### **Reflection**

Encourage the children to be curious and notice how things move at playtime and at home. Ask, "Can you spot a ball rolling or a feather floating? What makes them move?" Tell them that even when they run or jump, they are using forces just like the ball or the feather.

## Song/music

As the children leave, play "What a Wonderful World" by Louis Armstrong, encouraging them to appreciate the wonders of science in everyday life.

## Curriculum links

Science: Forces and movement (Year 1 and Year 2)

Physical Education: Movement and balance Art: Observational drawing of moving objects