



Magnet Fun II

Originated in: NAD

Requirements

1. Earn the Magnet Fun I Award.
2. Play with two magnets making them attract each other. Play with two magnets making them repel each other.
All magnets have a _____ and _____ pole. Opposite poles attract each other, same poles repel each other.
3. Make an Electromagnet.
4. Use a compass to find all eight directions. Draw them on a Compass Rose.
5. Make a compass using a magnet, pan of water, long sewing needle, cork slice (or waxed Paper), candle wax, and compass.
6. What happens when one drops a magnet?
7. Learn Proverbs 18:24.

Updated in: 2007 / Grade 3