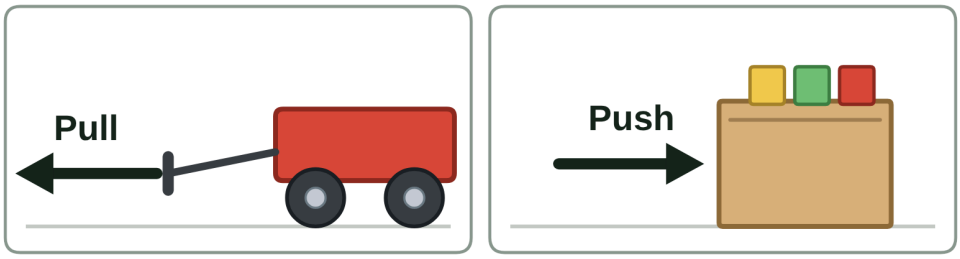
My push and pull toy

Name: _____ Class: _____ Date: _____

Make a toy or a game that moves with a push or a pull. Draw it, make it and test it. Your teacher will read the steps with you.



Each arrow shows which way the push or the pull goes.

STEP 1: PLAN My toy

My toy is called _____

I will make it from _____

It moves with ☐ a push ☐ a pull ☐ a push and a pull

STEP 2: DRAW Draw my toy

Draw your toy in the box. Draw an arrow for each push or pull.

Take care. Keep string short, and never put it around anyone's neck. Use scissors with round ends, and carry them with the points down. Play away from faces.

STEP 3: TEST A gentle and a strong push or pull

Make your toy. Give it a gentle push or pull, then a strong one. Count how far it goes in blocks or big steps. If your toy spins, count slowly until it stops.

Predict first. Which will make your toy go further?

☐ Gentle ☐ Strong ☐ The same

My push or pull	How far it went
Gentle	_____ blocks, steps or counts
Strong	_____ blocks, steps or counts

Was my prediction right? **Yes** **No**

STEP 4: TRY MORE Start, stop and turn

What else can a push or pull do to your toy? Tick what you tried.

☐ start it ☐ stop it ☐ turn it ☐ change its shape

STEP 5: SHARE Show a friend

My friend is _____

Show your friend how to play. What did your friend say?

_____

_____

Finish the sentence.

A strong push or pull makes my toy _____

For teachers: answers vary. A good sheet has an arrow for each push or pull, pointing the way it goes, and tests the same toy with a gentle and a strong push or pull, measured the same way each time. Toys that spin can be measured by counting slowly until they stop.