

# Post-Trip Activities



The following information and activities are provided to help your students get the most out of their trip to the Discovery.

**Program name:** Anti-Gravity Machine

**Standards addressed in the program:**

**LANGUAGE ARTS:**

**SL.4.1** Engage effectively in a range of collaborative discussions.

**L.4.6** Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases.

**SCIENCE:**

**P.5.A.3** Students know materials can be classified by their observable physical and chemical properties (e.g., magnetism, conductivity, density, and solubility).

**NS.5.A** Students understand that science involves asking and answering questions and comparing the answers to what scientists know about the world.

Key Vocabulary to know		
Magnetism	Invention	Design
Attract	Repel	
<b>Literacy Connection (books to read):</b>		
What Magnets Can Do by Allan Fowler		
Magnetism: A Question and Answer book by Richardson		
Electricity & Magnetism FUNdamentals by Robert W. Wood		
References: Batteries, Bulbs, and Wires by David Glover		
So You Want to Be An Inventor? By Judith St. George		
10 Inventors Who Changed the World by Clive Gifford		
The Picture History of Great Inventors by Gillian Clements		
Kids Inventing! A Handbook for Young Inventors by Susan Casey		
Magic School Bus and the Electric Field Trip by Cole, Joanna & Degen, Bruce.		

**Reflection activities** - these activities allow your students to build their metacognitive skills by thinking about their experience and learning at the museum.

These reflection questions can be done through discussion or in writing or both.

1. Ask students to remembering and think about what was experienced at the Discovery. What did they like the best? What did they learn? Were they surprised by anything?
2. Discuss/write about how their experiences relating to current and prior experiences. Did anything they saw connect to what they are learning in school?
3. Revisiting their experience at the Discovery by looking at the value of the experience and exploring what else can be learned from it.
4. Would students do anything differently if they returned to the Discovery.

**Extension activities** - Build on your Discovery experience with the following activities in your classroom.

1. Science links website – Lesson How strong is your magnet  
<http://www.sciencenetlinks.com/lessons.php?Grade=3-5&BenchmarkID=4&DocID=159>
2. Read/Make a mind web about magnets, read again or read other books and add to mind map. <http://msnucleus.org/membership/storybooks/hairymonster.html>

3. Electricity & Static Electricity [www.sciencemadesimple.com/static](http://www.sciencemadesimple.com/static)
4. Scientists [www.enchantedlearning.com](http://www.enchantedlearning.com)
5. Project Glad – Electromagnetism <http://www.projectglad.com/>
6. List of online resources and lesson plans  
<http://edtech.kennesaw.edu/web/electric.html>
7. Exploring magnetism [http://www.msnuclous.org/membership/html/k-6/as/physics/3/asp3\\_1a.html](http://www.msnuclous.org/membership/html/k-6/as/physics/3/asp3_1a.html)
8. Tons of electricity and magnetism games <http://elcerritowire.com/4/mag.htm>

**Home connection** – Build on your discovery experience by having students do these activities at home.

1. Look for things at home that have magnets. Draw pictures of them and write their names. (Hint: Possibilities include refrigerator magnets, cupboard latches, electric can openers, and the tips of some screwdrivers.)
2. Play this magnet game by the BBC or one of the many others available online  
[http://www.bbc.co.uk/schools/ks2bitesize/science/physical\\_processes/magnets/play.shtml](http://www.bbc.co.uk/schools/ks2bitesize/science/physical_processes/magnets/play.shtml)

**When you come back** – Encourage students to return to the museum and teach their parents about something that you learned at the museum.

1. Explore with your parents Divici's Corner and the exhibits in this gallery that explore magnetism.
2. See if you can find with your parents other places where magnets are used in the museum.