

Friction Game - Teachers Notes

Learning Objectives




















- To understand the properties of friction

Preparation

- Print the cards onto A3 and print out.

Instructions

- First take out the yellow chart and cards. Work together and sort the cards into the correct groups. Now put the cards on the right space on the chart, depending on whether the card describes a useful or non-useful example of friction, or the lack of friction.
- Now take out the blue chart – think up some more examples of your own draw them and put them on the yellow chart.

	Striking a match		A flat and punctured tyre		Oil on a bicycle chain		Skidding on a wet road
	The brakes on a bicycle		A tight ring stuck on your finger		Using soap to remove a tight ring		Slipping on a banana skin
	Trainers with rubber soles		A rope rubbing on a sharp rock		Skiing		Slipping on a polished floor
	Rubbing sticks to make a fire		A stiff and rusty padlock		Roller skating		A landslide of wet mud and rocks
	Grooves on a bottle top		No oil in a car engine		Sailing		Trying to catch a wet and muddy ball

Print these onto card and cut them up...

A lot of friction

Useful

Not Useful

Not much friction

Useful

Not Useful

Work together to sort the cards into the correct groups.

REMEMBER! Friction tries to stop things from moving.

Think of your own friction cards and draw them into these boxes!