

Marbles- Exploring Motion and forces' from the Building Science concepts book 42

This element can also be seen in an online interactive website, "Science Kids", through the use of online investigation games. The student is able to change up to surface of the ramp in the 'Friction' game to see how far the truck is able to travel before coming to a halt (<http://www.sciencekids.co.nz/gamesactivities/friction.html>), as well as a 'Forces in Action' game which shows the effect the forces of weight and drag, as well as a variation in gradient, can have on an object (<http://www.sciencekids.co.nz/gamesactivities/forcesinaction.html>). Like the activity stated previously, these games give the opportunity for children to investigate through play and gain numerous results which can be put up for discussion and questioning to further extend a student's knowledge.

The current accepted science view of motion was largely developed by Isaac Newton, known as Newton's laws of motion. Newton's law states there are three laws. This link provides a detailed understanding of each of Newton's laws, <http://www.brainpop.com/science/motionsforcesandtime/newtonslawsofmotion/preview.wem>. If you were to ask a child why a marble stays in its place when placed on a table. They will be able to respond with that the table is not on a lean, therefore it stays where it was placed. This relates to the element investigating in science as the children are.

This link provides an activity children can take part in rather than sorting out equipment in a classroom to use for this activity. <http://www.science-animations.com/support-files/freefall.swf> Children need the opportunity to explore how certain things in our world happen, by allowing students the chance to first communicate why they think gravity happens they are having to think about the deeper aspects of gravity. They have the chance to voice what their thoughts on gravity is. They may already have an idea that gravity is what is holding us on earth and that without gravity we would be undefined.