



# GAME

## Magnet Fishing

---

### OVERVIEW

Students' engineering skills will be put to the test when they're challenged to create a "fishing pole" using only binder clips and paper clips. Using their hand-crafted poles, they'll race to fish magnets out of a bowl of water and cross a finish line 10 feet away.

### WHAT YOU'LL NEED

- Various sizes and styles of metal binder clips and paper clips (They must be able to attract magnets.)
- 5 to 7 magnets
- A large, clear bowl
- Water
- Paper towels for clean up
- A large table
- Fun music and a way to play it for your group
- Masking tape or Gaffers tape
- 3 middle schoolers

---

## HOW-TO

### PREP

- Set your table up on stage and place a line of tape ten feet away from the table.
- Fill the bowl with water and place the magnets at the bottom of the bowl.
- Divide all the clips up equally so each player has same amount. Place them into three piles along the table.
- Before you begin, make sure that the binder clips, paper clips, and magnets attract to each other.

### PLAY

Select three students to come up on stage and stand behind a pile of clips on the table. On your "Go!" players will use their supplies to build a fishing pole device and attempt to fish a magnet out of the bowl of water. Once the magnet is out of the water, the players will have to get it to the finish line using only the fishing pole they've created. The first player to get a magnet to the other side of the line wins the game.

Optional: For an extra challenge, place more magnets in the bowl and set a time limit. Whoever gets the most magnets across the finish line by the time the timer runs out wins the game.

---