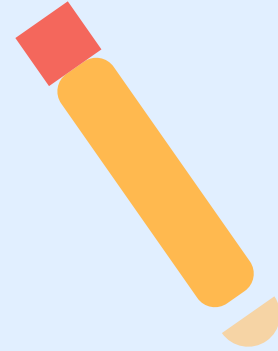


Push, Pull and Movement

Science

Pushes and pulls



Inside this printable

- 8 focused activity pages
- Clear, age-aware instructions
- A final grown-up guidance page

Play. Learn. Grow.

A BrightPencil Kids printable for ages 6-8 focused on pushes and pulls. Explore how simple pushes and pulls can change movement.

ACTIVITY 1

Push, Pull and Movement

A push or pull is called a...

A. force

B. habitat

C. fraction

Circle your answer, then explain why you chose it.

ACTIVITY 2

Push, Pull and Movement

Friction usually...

A. resists movement

B. creates light from nothing

C. removes mass

Circle your answer, then explain why you chose it.

ACTIVITY 3

Push, Pull and Movement

Gravity pulls objects...

A. toward Earth

B. away from every planet

C. only sideways

Circle your answer, then explain why you chose it.

ACTIVITY 4

Push, Pull and Movement

A stronger push can often make an object...

A. speed up more

B. lose all mass

C. become transparent

Circle your answer, then explain why you chose it.

ACTIVITY 5

Push, Pull and Movement

When forces are balanced, motion may...

A. stay unchanged

B. always double

C. always stop immediately

Circle your answer, then explain why you chose it.

ACTIVITY 6

Push, Pull and Movement

A push or pull is called a...

A. force

B. habitat

C. fraction

Circle your answer, then explain why you chose it.

ACTIVITY 7

Push, Pull and Movement

Friction usually...

- A. resists movement
- B. creates light from nothing
- C. removes mass

Circle your answer, then explain why you chose it.

ACTIVITY 8

Push, Pull and Movement

Gravity pulls objects...

A. toward Earth

B. away from every planet

C. only sideways

Circle your answer, then explain why you chose it.

Keep practice short and positive

- 1 Read the instruction together once.
- 2 Let the learner try before stepping in.
- 3 Ask: How did you work that out?
- 4 Correct one small thing at a time.
- 5 Finish with one success the learner can name.

Answer guidance

Open drawing and writing tasks can have more than one good answer. For number, language and knowledge questions, check the learner can explain the idea rather than only guess. Online Practice gives immediate gentle feedback for the matching digital activity.

BrightPencil rule: progress matters more than perfection.