

Explore how round objects, like balls or wheels, roll.

Mark a starting point and have children explore
different ways to move the object from there (e.g.,
kicking, using a spoon, hitting it with their hand). As
they experiment, have them predict or guess which
strategy will move the item fastest or farthest from
the starting point.

Promote Predictions

"You want to try using a stick to push it. What do you think will happen?"

"When we rolled the ball, it went really far. What do you think will happen when we try these cars?"

"The car went farther when you pushed it with your hand. Why do you think that was?"

"We are going to predict which will go farther, the ball or the bottle. Point to which one you think will go the farthest."