

Jumpstart! Science: Games and Activities for Ages 5-11

Rosemary Feasey



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Jumpstart! Science provides teachers with a range of lively, short, fun activities and games to support teaching and learning in different aspects of the science curriculum. It encourages teachers to develop creative approaches to motivating and engaging children in science. The activities are aimed at a number of areas of science from learning scientific words to recalling information and problem solving.

This fun book helps to 'jumpstart':

- lessons
- plenary sessions
- children moving from one aspect of science or type of learning in science to another.

There are more than 55 engaging science games and activities in this book to 'jumpstart' science lessons in every Key Stage 1 and 2 classroom. Practical, easy-to-do and highly motivating, the science 'jumpstarts' will appeal to busy primary teachers who wish to enliven their practice and add creativity to their science teaching.

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