

# Forces at Work

## RM 1

### Instructions

- Mark an X in the box if a certain force affects the activity.
- Think about why you believe that force affects the activity. Be ready to share your reasoning with your group, the class, and your teacher.
- Do not mark anything in the “Work” column until instructed by your teacher.

Activity	Forces				Work
	Push	Pull	Magnetism	Gravity	
Roll a ball.					
Push on a wall.					
Scoot your chair back.					
Feel magnets repel.					
Drop a ball.					
Push on a table or the teacher’s desk using only your pinkie finger.					
Jump in place.					
Stretch a rubber band.					
Lift a box from the floor to a tabletop.					
Raise and lower an unopened water bottle.					