







## **English STEM Game Booth Overview 19/20**

Game	Scientific Theory	Game Rules
1. Magic Mirrors	Mirrors have reflecting	♦ Use two mirrors to create
	properties	different angles.
	Use two mirrors to create	$\diamond$ Observe the quantity of
	different sizes of angles	images being generated.
	Observe the quantity of	
	images being generated	
	Because of the different	
	number of reflections, the	
	number of images will vary	
	The smaller the angles, the	
	more images will be created.	
	➤ (Number of images = 360°÷	
	angles — 1)	
	Infinite images will be	
	produced if the mirrors are	
	in a ring-shaped	
	combination	
2. Balloon Power	The inflated balloon lowers	♦ Every balloon has a word
	the pressure in the plastic	category (colours, animals,
	cups	food & drink items, adjectives and action words)
	The outside air pressure is bigger than that inside the	written on it.
	plastic cups, so the cups can	<ul><li>♦ Each cup is labelled in the</li></ul>
	be sucked onto the surface	above category.
	of the balloon	♦ Match one balloon with four
		plastic cups according to its
		word category.
		♦ Let the plastic cups be
		sucked onto the surface of
		the balloon. Then inflate it
		again.
		$\diamond$ Use the inflated balloon to
		lift objects.









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3. Paper Pieces Trick	<ul> <li>The plastic ruler acts as a kind of Insulators</li> <li>It is charged after being rubbed against clothes</li> </ul>	<ul> <li>Put the game materials on the table.</li> <li>Ss choose three things from the basket and answer the</li> </ul>
	<ul> <li>Electrons transfer from clothes to the ruler, leaving the ruler with a negative charge</li> <li>The static charge on the ruler induces polarisation in the paper pieces, and thus attracts them</li> </ul>	question, 'What is it?' with 'This is a/an'  Then rub the chosen things against hair or clothes and move them close to the paper pieces one by one.  Observe them to see if they attract the paper pieces.