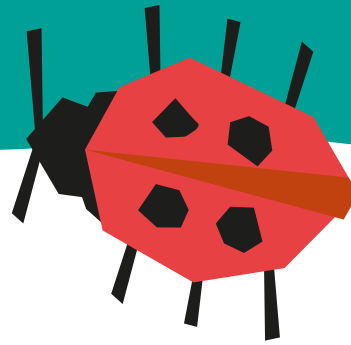
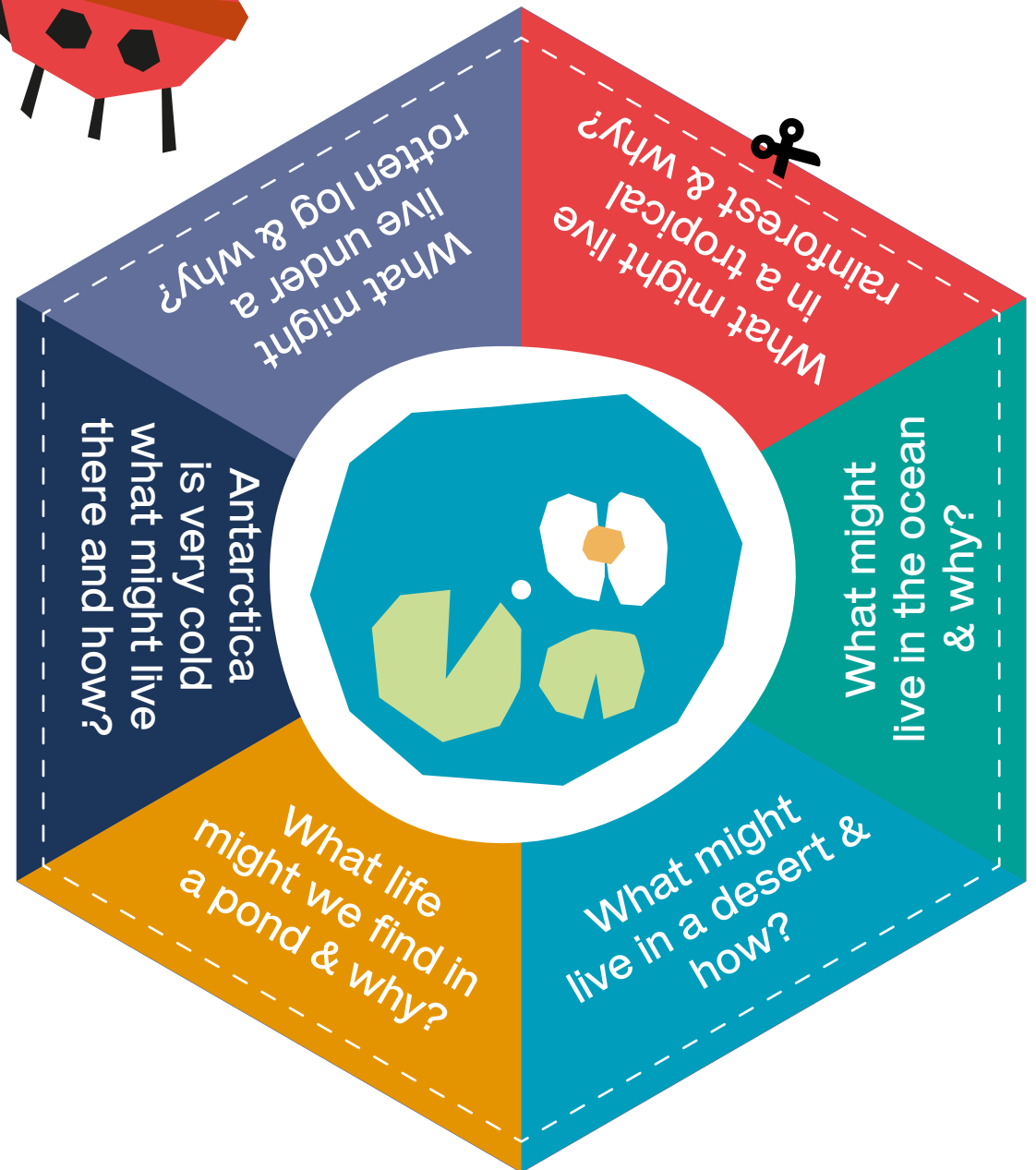


60 Second Scientist



Habitats Science Spinner

1. Print the spinner onto card and cut out one per pair/group. Use a pencil or wooden doweling to create the centre spinner, using blu-tack/tape to secure if necessary.
.....
2. Pupils take turns to spin the card.
.....
3. Whichever edge it lands on the next pupil shares as many facts as they can about the subject for up to 60 seconds.



Are you a 60 second scientist?

Making it easier: Players can ask for help from the group or play in pairs.

Making it harder: Increase the time.