## Suggested learning opportunities for the whiteboard and magnetic numbers

* **Science, technology, numeracy and mathematics**
* **Literacy and English**
* **Health and wellbeing**
* **Social studies**
* **Expressive arts**

### Mathematics and numeracy

* Use your magnetic numbers to practise different number sequences – e.g. counting up to, or down from 10. **(MNU 0-02a, MNU 0-03a)**
* Call out some numbers, asking the pupils to use their magnets to show what the sum of those two numbers would be. **(MNU 0-02a, MNU 0-03a)**
* Use your magnets to play snap. Each write a number on your board - or use one of your magnets - then reveal. If you match, the first person to say "snap!" wins! **(MNU 0-02a)**
* Shuffle your magnets then race a friend to see how quickly you can put them back in order. **(MNU 0-02a)**
* Hide some magnetic numbers around your classroom, playground or school – describing where they are with directional language. When the pupils find them, they have to put them back in order! **(MNU 0-02a, MNU 0-03a, MTH 0-17a)**

### Sciences

* Take your magnets on a walk around your classroom. What else do they stick to? How hard is it to pull them off? **(SCN 0-07a)**

### Literacy and English

* Vote for your next read! After your teacher reads aloud some story blurbs or titles, use your whiteboard to vote yes or no for each choice! **(LIT 0-01a, LIT 0-01b)**
* Read aloud a simple description of an animal, asking the pupils to draw on their whiteboard what they think you’re describing! Compare the results. Which animal is the most difficult to guess? Which was the easiest? **(LIT 0-02a, ENG 0-03a,**   
  **LIT 0-04a, EXA 0-02a)**
* Use your whiteboard to practise writing your name. You can then prop it up on your desk! **(ENG 0-12a, LIT 0-13a, LIT 0-21a)**
* Go through the alphabet together as a class showing the next letter on your whiteboard. The first person writes down “A” on their board and shows it to everyone, the second person “B” and so on. **(ENG 0-12a, LIT 0-13a, LIT 0-21a)**
* Choose a random adjective (e.g. red, big, loud) and ask the pupils to draw or write something on their whiteboard that fits that description! You could extend this activity by discussing nouns and adjectives. **(LIT 0-04a, LIT 0-09a, EXA 0-02a)**
* Draw something simple on the teacher’s board slowly. When the pupils have guessed what it is, they should write their answer on their whiteboard and hold it up!   
  **(LIT 0-02a, ENG 0-03a, LIT 0-04a, EXA 0-02a)**

### Health and wellbeing

* When reading a book, focus on one character on a page. Ask them to use their whiteboard to write, or draw, what emotion they think that character is feeling in that scene. **(HWB 0-01a, HWB 0-02a,   
  LIT 0-19a)**
* Use your magnetic letters to come up with a movement game. Start by assigning an action to a couple of the numbers (e.g. jump, clap). Pull out the numbers at random and call them out. As you go on, you can assign more actions until all the numbers have an action to do.   
  **(HWB 0-21a, HWB 0-22a)**

### Social studies

* Learn about some of the birds, insects or plants in your local area. Now, go for a walk, using your whiteboard to keep a tally of what you see. When you’re back in the classroom, compare your results. You could extend this activity by comparing results at different times of the day or year. **(SOC 0-07a,   
  SOC 0-08a)**
* Learn about some of the shops or services in your local area. Now, go for a walk, using your whiteboard to keep a tally of what you see. You could extend this activity by asking children to use their results to draw a map of your local area. **(SOC 0-07a, SOC 0-09a, SOC 0-16a)**

### Art

* Use your whiteboard to join a draw-along with one of our [Authors Live on demand broadcasts](https://www.scottishbooktrust.com/authors-live-on-demand)!   
  **(EXA 0-02a)**
* Drawn an alien or magical creature by deciding what part of the body you are going to draw first: eyes, mouth, nose, ears, arms, legs, body or head. Now choose a random magnetic number. Whatever you choose that's how many eyes/mouths (etc). your creature has. Keep going until you've finished your alien! **(EXA 0-02a)**

### Music

* Listen to some different pieces of music or songs, writing down every instrument you think you can hear on your whiteboard. Look up the piece afterwards. How many did you get right? **(EXA 0-19a)**