

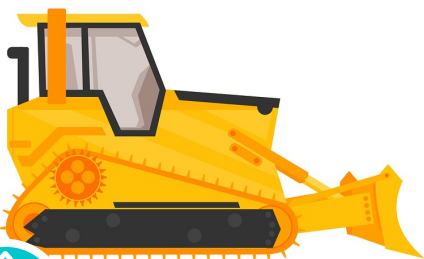
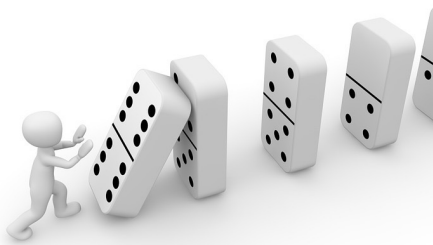
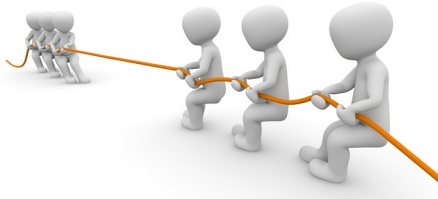
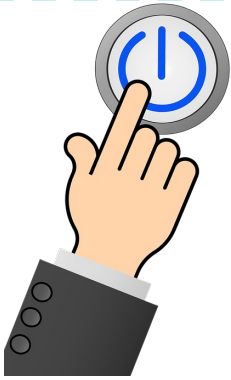


Mission Assignment: What happens when you push or pull something?



Code: EYFS-03-01

Cut out the cards and sort them into pushes and pulls.





Mission Assignment: What happens when you push or pull something?



Code: EYFS-03-01

Draw the different pushes and pulls you can do in your classroom.

A large, empty rounded rectangular box with a teal border, intended for the student to draw their examples of pushes and pulls in a classroom.