

SUBMITTED BY
Markus.Sigrist

ON
2026.03.18

★ ★ ★ ★ ★
0% / 5 Stimmen

Fishing with magnet

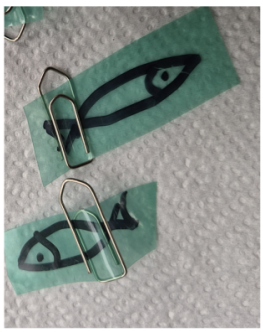


Summary

With a strong magnet you can make an exciting fish competition. Attach a paper clip to a small plastic foil fish so that it sinks into the shallow water. Then you can fish it out with a magnet.

Material:

- 2 strong magnets. Important: Make sure that the magnets do not come together, otherwise they are almost impossible to separate. If they are together, there should be at least two thick pieces of cardboard between them.
  Where to buy: e.g. at www.udobaer.ch or www.hagemann.de, very strong ones at www.supermagnete.ch
- Colored plastic wrap (e.g. from an old colored folder), waterproof felt-tip pen
- Paper clips
- String
- 2 plastic bags to hold the magnets in place





Preparation

- Draw about 40 fish on a colored plastic sheet with a waterproof felt-tip pen and cut them out (cutting does not have to be too precise)
- Attach a paper clip to each fish
- Test whether the fish sink in the water
- Make 2 fish rods: Put a magnet in a plastic bag, tie it to a string (approx. 1.5 m long) and the other end to a stick.



Unplug the game:

- Make it at a shallow pond (must be very calm, no more than 20 cm deep), enough space for 2 fishing grounds
- Place 20 fish each in one spot. The two spots should be at least 2 m apart so that the groups do not get in each other's way during the subsequent relay.

Alternative:

If no shallow pond is available, you can also use two buckets of water of the same size and sink the fish there at a depth of approx. 20 cm.

Course of the game:

It is a typical relay:

Line up 2 groups in a line, the child in front gets the fishing rod.

At the start signal, the first children run to the pond, catch a fish and then deposit it in a designated place next to the group. If someone has 2 fish on the magnet, one must be returned to the pond. It is therefore important that a leader keeps a close eye on the pond.

The fishing rod is then handed to the next child in the group, who immediately runs off and fetches the next fish.

The group that pulls out all the fish first is the winner.

Biblical reference:

You can play the game following an input about Peter's fishing expedition (Luke 5, 1-11 or John 21, 1-23).

Source reference:

All pictures were taken by the author. The game is a variation of the well-known relay game

Weitere Informationen

Categories
Games and activities

Tags
Artistic handicrafts
Water
Dexterity
Game
Children

Age
4–7 years
8–12 years
13–16 years

Number of participants
1–20

Bible
Topic:

Duration
Up to 1 hour

Terrain / surroundings
Waters
City
Forest
Meadow

Material
A lot of work

File download
No file downloads

KI Generierter Inhalt
Contents
Tags

Contributors
Markus.Sigrist
admin_eeo

© YoungstarsWiki | https://youngstarswiki.org/en/wiki/art/fishing-magnet