

# ACTIVITY EIGHT

## Overview

In this activity you will meet the following objective:

1. Construct a K'NEX model and then run the motor of the model using the theory of solar energy.

### STEP 1



## Inventory

If necessary, turn on the computer and wait for it to go through its "boot up" procedure. When the Media Cruiser interface is displayed, log in, and click **Lessons, Activity 8, then Inventory**. Once you've located the various items on the list, click Yes. If you are unable to find an item, click No. Report any problems such as missing or damaged items to the instructor. You will also be required to document the items in the Inventory Journal that will appear after you click No. When you are finished, click Score It.

### STEP 2

## Do this



Locate the K'NEX Solar Power System kit, lamp and light bulbs. You are now going to construct a K'NEX model that illustrates solar energy. The name of the model is Crank Man. When the model's motor is connected to the solar panel and is heated by light, the model will start turning, making it appear that the K'NEX man is cranking the gears on the K'NEX model. When in reality, the solar panel is turning the whole K'NEX model.

Locate the *K'NEX Solar Power 20 Model Set* booklet and read pages 4-7, which covers how to work with the solar panel. Next, turn to pages 8-9 and assemble the solar power stand as illustrated.

Signal the instructor for the Crank Man instructions and follow the directions to build the Crank Man. This should take the rest of the time left in the activity. It is important that you work together as a team because you need to finish the model during this activity and test its construction with the solar panel.

# ACTIVITY TEN

## Overview

In this activity you will meet the following objectives:

1. Complete the Post-test.
2. Construct a K'NEX solar power system model.

### STEP 1

#### Inventory

If necessary, turn on the computer and wait for it to go through its "boot up" procedure. When the Media Cruiser interface is displayed, log in, and click **Lessons, Activity 10, then Inventory**. Once you've located the various items on the list, click Yes. If you are unable to find an item, click No. Report any problems such as missing or damaged items to the instructor. You will also be required to document the items in the Inventory Journal that will appear after you click No. When you are finished, click Score It.

### STEP 2

#### Post-test

It is time to take a test. The purpose of taking this test is to evaluate how much you have learned now that you have completed this module.

Click the **Lessons** button, **Activity 10**, then **Post-test**. Remember, you must both take this test to receive proper credit.

### STEP 3

#### Do this

Locate the K'NEX Solar Power Set and construct one of the models using solar power (with the exception of the Crank Man). Estimate the amount of time you have and stop when you approximately five minutes left in the class.

