

Power Your House with Water

TeachEngineering

Project










Learn how engineers design devices that use water to generate electricity by building model water turbines and measuring the resulting current produced in a motor.

Suggested Learning

Time 3 : 00 **Cost** 0.00

PreRequisites

Requirements

Skills	Focus	Level	Standard	Points
 Applied Science			NGSS	14
 Teamwork				4
 Written Communication			CC	4
Total Skill Points				22

Knowledge Gain

Design, build and test a model wind turbine. Describe how water turbines transfer the energy of water into electricity.

Resource Link

https://www.teachengineering.org/activities/view/cub_housing_lesson04_activity1