## **ACTIVITY 1: Building a Hydroelectric Generator**

Activity Objective: Build or design a miniature hydroelectric generator.

**Definition:** Hydroelectricity is defined as converting the energy of flowing water into the mechanical energy of a turbine to turn an AC hydroelectric generator to generate electricity. In 2015, hydroelectricity generated 16.6% of the world's total electricity and 70% of all renewable electricity, and is expected to grow to 3.1% each year for the next 25 years. It is produced in 150 countries.

Most hydroelectric power comes from the potential energy of dammed water driving a water turbine and an AC generator. The power extracted from the water depends on the flow volume coming from the head of water or the difference in height between the source and the water's outflow. A large pipe or penstock delivers water from the reservoir to the turbine.

## **REVIEW VIDEOS:**

- 1. How electricity is made through use of water flowing through turbines: Hydropower in a pipe: https://www.youtube.com/watch?v=JgGaB068ayM
- 2. How to make electricity with water: https://www.youtube.com/watch?v=QkPCIx fFBc

**Materials:** Chapter 10, paper, computer, printer. Internet Access other materials as shown in the videos

WEB LINK: https://www.greenoptimistic.com/hydroelectric-generator/#.WFvnzYWcGUk

## **Procedure:**

- 1. Work as partners or small teams.
- 2. Research the Internet for ideas on how to build a miniature hydroelectric generator.
- 3. If you do not find a suitable project follow the below link to build one in this project: : https://www.greenoptimistic.com/hydroelectric-generator/#.WFvnzYWcGUk
- 4. As an option you can design your own hydroelectric generator in detailed plans and chronical your project by creating a power point presentation.



Figure 1

|   | 4                  | 3                   | 2                    | 1                  |
|---|--------------------|---------------------|----------------------|--------------------|
|   | World-Class        | Proficient          | Developing           | Emergent           |
|   | Learner            | Learner             | Learner              | Learner            |
|   | Learner at this    | Learner at this     | Learner at this      | Learner at this    |
| C | level has gone     | level has had       | level has been       | level may or may   |
|   | beyond mastery of  | opportunities to    | exposed to & had     | not have been      |
|   | knowledge, skills, | apply knowledge,    | opportunity to       | exposed to         |
|   | & attitudes        | skills, & attitudes | apply knowledge,     | knowledge, skills, |
|   | described in       | of component of     | skills, & attitudes  | & attitudes        |
|   | project. World-    | project. Proficient | of project.          | required by        |
|   | class learner      | learner has         | Developing           | academic           |
|   | consistently       | mastered essential  | learner may have     | standards of the   |
|   | exhibits high-     | attributes, thus    | only a few           | project.           |
|   | quality            | proving mastery.    | essential attributes |                    |
|   | performance.       |                     | to master before     |                    |
|   |                    |                     | mastery.             |                    |

- 1= Emergent Learner
- 2 = Developing Learner
- 3 = Proficient Learner
- 4 = World-Class Learner