



Hello, I am Dr. Martin Keller, and I am here today to tell you about an extraordinary group of superheroes. The National Renewable Energy Laboratory (NREL) is home to more than 2,500 superheroes, working in many different roles. I want to tell you a little more about all these NREL heroes and what they do.

Some NREL heroes do research. Their work can be broken down into three main categories:



In NREL's **Integrated Energy Pathways** research, our heroes work on modernizing the energy grid and helping to create a more energy-secure future for everyone.

In research related to a Circular Economy for Energy Materials, our heroes work on creating a sustainable future by designing and developing products that are easy to recycle and are made with renewable resources instead of fossil fuels.

In **Electrons to Molecules** research, our heroes work on using clean energy to convert low-value, high-availability chemicals, like water and carbon dioxide, into high-value end products like fuels for cars and plastics.

None of these groups could do their work without the help of our behind-the-scenes heroes. NREL has heroes who work with the researchers to communicate their discoveries to the public. NREL also has superheroes dedicated to the safety of the laboratory, superheroes who work on helping researchers get patents for their discoveries, and superheroes who keep the lab spaces clean. Really, NREL is like its own small city. It has heroes who perform almost every kind of job imaginable.

For this mission, you will work with a small group of NREL superheroes to help them defeat our nemesis, Dr. Fever. Dr. Fever likes it hot, and he is always working on evil schemes to increase the world's reliance on non-renewable energy and speed up the effects of climate change. Our heroes must work together to create a more sustainable future and defeat Dr. Fever. Will you help them?











Let's do it! I read about a way to build a turbine. I bet we can use it to build both a water turbine and a wind turbine. We will need two paper plates, two gears, a generator, three jumbo straws, scissors, and a hot glue gun. That should let us build two different turbine heads: one for water and one for wind!

I think I see what you're getting at! Let's start with the water turbine head. We will need one of the paper plates, one of the gears, the three straws, scissors, and the hot glue. We will cut our straws in half. This will let us create a water turbine head with six scoops to catch the water.

I see! Once we have our six straw halves, we can create the scoops. We need to create a notch in the straws. This can be done by pinching the end of the straw together to make it lie flat, then cutting up at an angle. It will look like you cut a triangle out of the straw. This might be hard to picture. You can see a demonstration of this experiment in this video if you are confused.

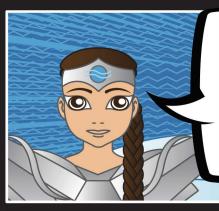
I am going to set aside the scoops for a second and prepare my plate. My plate will be the backbone of my turbine head, but I need a way to attach it to the generator. I am going to glue the gear to the center of the front of the plate. I can use a ruler or gently fold the paper plate to find the center. I will use the hot glue gun to attach the gear, but you could also do this with tape.





Oh, wow! That's neat. You will be able to attach the plate to the generator and have it spin. Now that we have our gear attached, let's lay out the design of our turbine head. We will use the back of the plate. This gives a nice flat surface to glue the straws on. Lay out the straws so that all the scoops face the same direction. This will allow your turbine to spin easily. You will want your turbine to spin clockwise. Once you are happy with your design, you can glue on your straws.



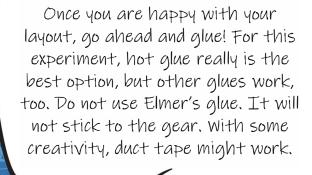


Once the glue is dry, we will take this experiment outside to test it. We will be using water, so this does need to be done outside. We will need a large cup of water. Attach the plate to the generator by pushing the gear firmly onto the pin of the generator. Hold onto just the generator and hold the contraption away from your body. Pour the water onto the scoops of your turbine. It should spin! If you're using a Voltmeter, the video will explain how to attach it.

That is really cool! We can use the remaining supplies to build a wind turbine head for our generator. We will need the other plate, scissors, our hot glue gun, and the second gear. For this experiment, we can be pretty creative. We will be making the wind blades out of the plate. This means we need to carefully design our blades before we cut them. How many blades can we make? How many can we attach to the gear? What shape should they be? Take some time to create your design before you cut. Once you have cut out one blade, you can use it to trace out the other blades if you want them to be identical.



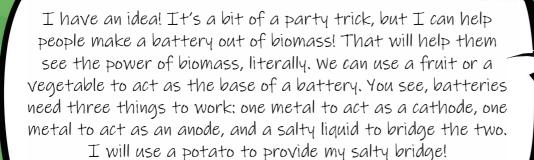
Once we have the blades cut out, it will once again be important to practice laying out our blades on our gear. We will need to figure out how to glue all of them onto the tiny gear AND make sure they are all facing the same way. If you need a little help with this experiment, you can always check out this video.











Great idea! I bet we can find some metals from around the house that would work, too. Let's collect four pennies and four screws. You can also use four paper clips if you can't find screws. We will also need a potato and five wires.

Now that we have our materials, let's construct our battery. We will start by cutting our potato into four pieces. One potato battery cell won't give us much voltage, but four cells will give us more usable voltage. Let's also go ahead and label our cells #1, #2, #3, and #4. This will help us keep them organized. You can use a pen and write on the skin of the potato!

We will insert one screw (or paperclip) and one penny into each potato wedge. Make sure that they are close together, but not touching. This will ensure that we can measure all the electrons being exchanged by the cathode and anode. This video can help you set up the experiment if you are struggling.



Once each potato wedge has a penny and a screw, we need to attach the wedges together. We will use alligator clip wires to do this. Choose wedge #1 and wedge #2 and one wire. The color of the wire does not matter. Attach one alligator clip to the screw of wedge #1. Attach the other end to the penny of wedge #2.

We will repeat the previous step. Choose another wire, again the color doesn't matter. Attach the first alligator clip of this wire to the screw of wedge #2. Attach the other alligator clip to the penny of wedge #3. Repeat this step again connecting the screw of wedge #3 to the penny of wedge #4 using another wire.



Finally, we need to test our potato battery and get it ready to power our game board. We need to attach two final wires. Choose the first wire. It will be attached to the penny of the first wedge. This should be the only penny that does not currently have a wire. The other alligator clip of this wire will remain unattached. Choose the second wire. Attach it to the screw of the fourth wedge. This should be the only screw without a wire.

We can use either a voltmeter or an LED to test our cell. If you are using a voltmeter, attach the red lead to the open alligator clip from the penny wire. Attach the black lead to the open alligator clip from the screw wire. Turn your voltmeter dial to the "200" V setting. The value should be somewhere between 2.5 and 3.0 V! That is about as much as two AA batteries.



If you're using the LED light to test your cell, choose either a yellow or a red bulb. Look carefully at the wires coming from the base of the LED. One wire is longer than the other. You should attach the longer wire to the alligator clip from the penny wire and attach the short wire to the alligator clip from the screw wire. The light will light up. If it does not light up, try switching the alligator clips.

Finally, to add the biomass battery to the game board, detach the LED or the voltmeter. Place your biomass battery on the biomass game board piece. Make sure to leave on the wire that attaches to the first penny and the wire that attaches to the last screw.

















Supplies List

Here you will find a list of supplies required to complete each experiment, as well as links to products that are not as common (links are only suggestions and there are many options available for each product). These experiments can be completed using the supplies, along with the comic book and accompanying videos. Please email the NREL Education Center if any of the links listed here no longer work.

Solar Experiment:

- · 2.0 V Solar panel
- · Solar paper

Wind Experiment:*

- · 20 oz plastic cup
- · Craft stick
- · Small motor
- · Medium gear
- · Hot glue gun
- · 6" paper plate

Water Experiment:*

- · 20 oz plastic cup
- · Craft stick
- · Small motor
- · Medium gear
- · 6" paper plate
- · Hot glue gun
- · Milkshake straws

Biomass Battery:

- Potato or other produce
- · 4 pennies
- 4 galvanized screws
- · 5 wires with alligator clips

Buildings and Plastic Upcycling:

- · Maze wrap around
- · 3 LED lights
- · Copper tape

Grid Integration Experiment:

- 5 wires with alligator clips
- · Battery pack
- · 4 AA batteries

*For the wind and water experiments, the solo cup, craft stick, and motor set-up can all be reused for both experiments.

Students DO NOT need two solo cups, two craft sticks, and two motors.

