

UNIT: ELECTRICAL CIRCUITS

FINAL CHALLENGE: BUILD YOUR RESCUE BASE SYSTEM!

OBJECTIVE:

Design and build a rescue system that uses at least two types of energy (light, sound, or motion) to keep people or animals safe in the jungle!

MATERIALS:

- ✓ LED lights
- ✓ Buzzers or motors
- ✓ Battery packs
- ✓ Alligator clips, wire, foil strips
- ✓ Switches, mirrors, pressure plates, fans, or paper sensors
- ✓ Green paper, cardboard, foam, tape

STUDENT DIRECTIONS:

Step 1: Plan It Out

- Think about what you learned from the other activities:
 - Lights can signal or light a path.
 - Buzzers can alert or warn others.
 - Motors or fans can cause motion to scare or signal.
- Decide what your rescue base will do:
 - Help people find their way?
 - Warn animals to stay away?
 - Send a sound or light signal when someone arrives?

Step 2: Choose Your Energy Types

Pick at least TWO types of energy for your system:

- Light (LEDs or reflected mirrors)
- Sound (buzzers or alarms)
- Motion (motors, fans, moving parts)

Step 3: Build It

- Sketch your system first on the template below. Label each part.
- Then, using your materials, connect your components with batteries and switches.
- Test each part. Does it light up, buzz, or move when activated?

(Drawing area below: system layout with labeled parts)

Example labels: LED, motor, buzzer, switch, battery

- Use arrows like: Battery → Wire → Buzzer = Sound!



Step 4: Test & Improve

- Does everything turn on at the right time?
- Can you combine switches (like a pressure plate + button)?
- Is the system clear and safe?

Draw Your Jungle Rescue Base System Below:

- Label where energy moves (example: "Battery → Wire → LED = Light!")

Answer These Reflection Prompts:

- How does your system help keep people or animals safe?

- What did you learn about energy and circuits today?

- If you could add one more feature to your jungle system, what would it be?

STANDARDS ALIGNMENT

NGSS: 4-PS3-2, 4-PS3-4 **STEL:** STEL 1A, STEL 2A, STEL 3A, STEL 4A, STEL 5A, STEL 6A, STEL 7A, STEL 8A **CCSS:** CCSS.MATH.CONTENT.3.MD.D.8, CCSS.MATH.CONTENT.4.G.A.1, CCSS.MATH.CONTENT.4.MD.A.3, CCSS.MATH.PRACTICE.MP1, CCSS.MATH.PRACTICE.MP4, CCSS.MATH.PRACTICE.MP5, CCSS.MATH.PRACTICE.MP7