

UNIT: ELECTRICAL CIRCUITS

MOTION DEFENSE SPINNER

OBJECTIVE:

Use electrical energy to create movement and defend your base!

MATERIALS:

- ✓ Small DC motor
- ✓ Battery + holder (AA or 9V)
- ✓ Paper fan blades or spinner
- ✓ Cardboard or jungle platform (your mount)
- ✓ Tape, straw, and scissors
- ✓ Jumper wires or foil strips
- ✓ Optional: different battery sizes or weights

STUDENT DIRECTIONS:

Step 1: Assemble the Power Core

- Connect your motor terminals to the battery using jumper wires or foil strips.
- Make sure your connections are secure and wires aren't crossing.

Step 2: Build the Jungle Fan

- Cut out a paper fan or spinner with large "blades."
- Use tape to attach it firmly to the shaft of the motor (centered!).
- Add a straw if needed to elevate or extend your motor mount.

Step 3: Construct the Mount

- Mount the motor to cardboard (this is your Base Defense Platform).
- Tilt it slightly, or make it upright, depending on your defense style.

Step 4: Test + Troubleshoot

- Power it up!
- What happens when you reverse the wires? What direction does it spin now?
- Try tilting the fan, or making the blades bigger. Does the speed change?
- Add more weight or try a different battery. What happens?

Test & Record:

Test Variable	What You Changed	What Happened?
Default Setup		
Reversed Wires	Changed polarity	
Increased Fan Size	Larger blades	
Battery Type	Swapped voltage	
Tilted Base	Changed angle	

Mission Reflection:

- What type of energy is stored in your battery?

- What kind of energy did it turn into?

- What helped your fan spin faster or better? Why?

- If you added one more feature to improve defense, what would it be?

Bonus Mission (Optional):

- Design a Jungle Alert System** — Add a light or buzzer that activates when the motor is running! You'll combine motion + sound/light for ultimate base defense.

STANDARDS ALIGNMENT

NGSS: MS-PS3-5 **STEL:** STEL 1B, STEL 2B, STEL 3B, STEL 4B, STEL 5B, STEL 7B, STEL 8B **CCSS:**
CCSS.MATH.CONTENT.6.RP.A.3, CCSS.MATH.CONTENT.7.EE.B.3, CCSS.MATH.CONTENT.6.SP.B.4–5,
CCSS.MATH.PRACTICE.MP2, CCSS.MATH.PRACTICE.MP4, CCSS.MATH.PRACTICE.MP5