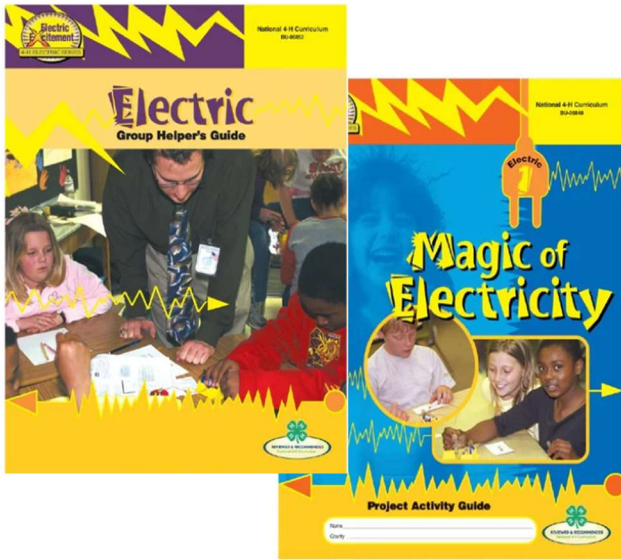


Authored by National 4-H Council.

Cost \$5.75-\$5.95 per manual



Electric Excitement Level 2: Investigating Electricity

SKU: 4H06849

Youth build circuits and test voltages, build a rocket launcher, and build a burglar alarm as they practice decision making and communication. This unit is designed for youth who understand magnetism, electron flow, and circuit design. Grades 6-7.

Electric Excitement Helper's Guide

SKU: 4H06852

This helper's guide has a number of exciting group activities that will keep members coming back for more. It includes a variety of group activities that can be organized quickly and conducted with 3 to 15 youth in a group.

Electric Excitement Level 1: Magic of Electricity

SKU: 4H06848

Youth explore why certain things insulate from electricity better than others and the effect that magnetism has various substances. They also build a flashlight, a compass, an electromagnet, and an electric motor. Grades 4-5.

Electric Excitement Level 3: Wired for Power

SKU: 4H06850

Youth build on skills learned in Levels 1 and 2 plus learn how to measure electrical usage, replace electrical switches, and determine electrical loads. Youth will also evaluate different light bulbs and test for electrical power. Grades 8-9.

Electric Excitement Level 4: Entering Electronics

SKU: 4H06851

This unit introduces the basics of solid-state electronics and provides hands-on activities for practical experience in understanding modern day electronic equipment. This unit is for the intermediate to advanced learner. Grades 10-12.

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