

Making Energy Useful

KEY THEME: ENERGY



'Making Energy Useful' Built Environment in Energy- Fuelling the Future Gallery at the Science Museum.

Concept:

We use technologies to turn energy from nature into electricity and fuel that we can use in our daily lives. If using energy from any source takes its toll on the planet, how should we decide which ones to use?

Description:

The fossil fuels we burn take their toll on the planet, but so does using nuclear energy - and even renewable sources like the wind and the Sun.

Make an enquiry

scm.intereractive@sciencemuseum.org.uk

Tel. 0207 9424394

'Making Energy Useful' - is a two-player competition to capture energy resources. Match the resource, for example wind, to the right technology, such as a turbine - and win points. Sounds easy - except you work the controls with your feet!

Players jump on control pads set in the gallery floor to control activity on a large plasma screen in front of them. Their aim is to 'capture' natural energy resources such as wind, flowing water or oil with the appropriate technology and turn it into useful electricity or fuel.



Making Energy Useful; capture the energy with the right technology and win! - But control it with your feet!



Players jump on control pads imbedded in the gallery floor to control what they see on a large plasma screen in front of them.

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Target audience:

KS2 & 3 children (age 7-14) and their teachers and families with children age 7-14 years.

Learning Concept:

We use technologies to turn energy from nature into electricity and fuel that we can use in our daily lives. If using energy from any source takes its toll on the planet, how should we decide which ones to use? We've built amazing machines to capture useable energy from the world around us. But like the fossil fuels we burn in our power stations and cars, nuclear and renewable energy sources like the wind and the sun each have their own impacts on our environment.

Key messages:

- Raw energy sources include wind, uranium, oil, gas, coal, moving water, sunlight, biomass, geothermal
- To make raw energy useful for our own needs we need to harness it in some way
- We harness different energy resources in different ways to make electricity or fuel, which often reaches users via electric sockets and petrol pumps.
- Nature provides us with many raw energy sources, and the ultimate source of most of these is the sun

Technical specification and hardware required:

This piece requires;

2.4 Ghz Pentium 4

512 MB RAM

Windows 2000

Pixel Perfect graphics card to get plasma resolution

42" Plasma display

BIOS settings - no special settings

Input devices: 2 sets touch sensitive footpads using keyboard controller

Windows NT 4 Service Pack 6

Settings 853 x 480 pixels True Colour

Would you like to purchase the built environment too?

Described as an 'interactive playground' the Energy- Fuelling the Future gallery is an internationally acclaimed and incredibly popular gallery. As part of our interactive product offer in collaboration with leading built environment designers Casson Mann we can offer the opportunity to purchase designs of Science Museum specification interactive exhibit housing for your environment to recreate the Energy gallery's unique 'look and feel.'

The Energy gallery built environment has been designed to offer versatility for groups and individuals, to encourage intrigue, exploration and reflection. Essentially the gallery floor is our showroom, so if any aspects of the Energy- Fuelling the Future gallery could meet your needs, just get in touch.

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Location:

This piece can be found on the in the 'Energy – Fuelling the Future Gallery' 2nd Floor at the Science Museum

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