

MAGIC OF ELECTRICITY SCORE SHEET

Complete **three** (3) required and **four** (4) “Brain Booster” activities in the Magic of Electricity Achievement Program each year. Complete the program in three years. If you do additional activities, please **check** (✓) the **seven** (7) activities you want to be graded. Record in your Magic of Electricity notebook the what, when, where, and how you accomplished each selected “Brain Boosters” activity. Include your notebook with your project book for grading.

(Maximum: 42 points only.)

	Possible Points	Score First Year	Score Second Year	Score Third Year
Activity 1: Plugging In				
<input type="checkbox"/> Identify how you use electricity (pages 6-7)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 7)	<u>6</u>	_____	_____	_____
Activity 2: Getting It Together				
<input type="checkbox"/> Gather electric materials (pages 8-9)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 8)	<u>6</u>	_____	_____	_____
Activity 3: Bright Lights				
<input type="checkbox"/> Build a flashlight (pages 10-11)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 10)	<u>6</u>	_____	_____	_____
Activity 4: Control the Flow				
<input type="checkbox"/> Build and test a switch (pages 12-13)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 13)	<u>6</u>	_____	_____	_____
Activity 5: Conducting Things				
<input type="checkbox"/> Identify conductors of electricity (pages 14-15)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 15)	<u>6</u>	_____	_____	_____
Activity 6: Circuit Sense				
<input type="checkbox"/> Identify closed and open circuits (pages 16-17)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 17)	<u>6</u>	_____	_____	_____
Activity 7: Is There a Fork in the Road?				
<input type="checkbox"/> Discover parallel and series circuits (pages 18-19)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 19)	<u>6</u>	_____	_____	_____
Activity 8: May the Force Be with You				
<input type="checkbox"/> Test and classify materials (pages 20-21)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 21)	<u>6</u>	_____	_____	_____
Activity 9: A Passing Force				
<input type="checkbox"/> Test materials for magnetism (pages 22-23)	<u>6</u>	_____	_____	_____
<input type="checkbox"/> Brain booster activity (page 23)	<u>6</u>	_____	_____	_____

Activity 10: Attract or Repel?				
___ Determine the north and south poles of magnets (pages 24-25)	<u>6</u>	_____	_____	_____
___ Brain booster activity (page 25)	<u>6</u>	_____	_____	_____
Activity 11: Earth Attractions				
___ Build and test a compass (pages 26-27)	<u>6</u>	_____	_____	_____
___ Brain booster activity (page 27)	<u>6</u>	_____	_____	_____
Activity 12: Electric Attractions				
___ Build an electromagnet (pages 28-29)	<u>6</u>	_____	_____	_____
___ Brain booster activity (page 29)	<u>6</u>	_____	_____	_____
Activity 13: Sense the Current				
___ Build a galvanometer (pages 30-31)	<u>6</u>	_____	_____	_____
___ Brain booster activity (page 31)	<u>6</u>	_____	_____	_____
Activity 14: Make It Spin				
___ Build an electric motor (pages 32-34)	<u>6</u>	_____	_____	_____
___ Brain booster activity (page 34)	<u>6</u>	_____	_____	_____
My Own "Brain Boosters" Activities				
___ _____	<u>6</u>	_____	_____	_____
___ _____	<u>6</u>	_____	_____	_____
___ _____	<u>6</u>	_____	_____	_____
___ _____	<u>6</u>	_____	_____	_____
Magic of Electricity				
Planning Guide (page 4)	<u>6</u>	_____	_____	_____
Achievement Program (page 5)	<u>2</u>	_____	_____	_____
Exhibit: (Maximum 30 points only)	<u>30</u>	_____	_____	_____
A poster or display on two electric activities completed this year in Magic of Electricity plus your Magic of Electricity "Brain Boosters" activities notebook and project book.				
Activity Record	<u>20</u>	_____	_____	_____
Total Score	<u>100</u>	_____	_____	_____

Judges Comments: _____
