



Power Challenge

Light up your town

Video transcript

Kia ora bright sparks!

It's Gene – gracing your screens for the last time... (Aww...)

Because you've reached the final challenge....

And you know what that means?

It's town time!

You've worked hard to create the ultimate renewable energy solution to our challenge problem.

And now it's time to see whether your turbines have what it takes to turn the lights on in a mini town.

Your town is made up of a series of buildings and objects, each attached to a light source.

You've got things like a light bulb and computer, all the way through to a library, a marae and a hospital.

Each of these things has an important part to play to maintain a thriving community.

And they all need power!

Your challenge is to **generate** and **move** electricity for your entire town to **use**.

You'll start by connecting your team's turbine to your mini town to see how many lights it can power on its own.

But of course we can't rely on just one renewable energy generator to power a town. Cause what happens when the winds die down?

We use a bunch of other energy sources to power our communities so we can keep the lights on, whatever the weather.

So, to be in with the best chance of turning on all of the lights in your town, you'll need to add a second renewable energy generator into your power network – a solar panel.

Teams – it's the moment we've all been waiting for and I'm amped!

Can the combined power of the solar panel and your team's mighty turbine light up the entire town?

Karawhiua! You've got this.