



SOLAR HERO

GREEN ENERGY



7361

61 PCS

8+



11 MODELS TO BUILD

POWER YOUR MACHINES WITH THE SUN'S ENERGY AND EXPERIENCE THE MAGIC SOLAR POWER!



**Gearing Up:
Transmissions**
Pages 4 to 9

How to move mechanical energy from one place to another



>>> CONTENTS

The Models: Part 1
Pages 26 to 37

Assemble solar powered vehicles



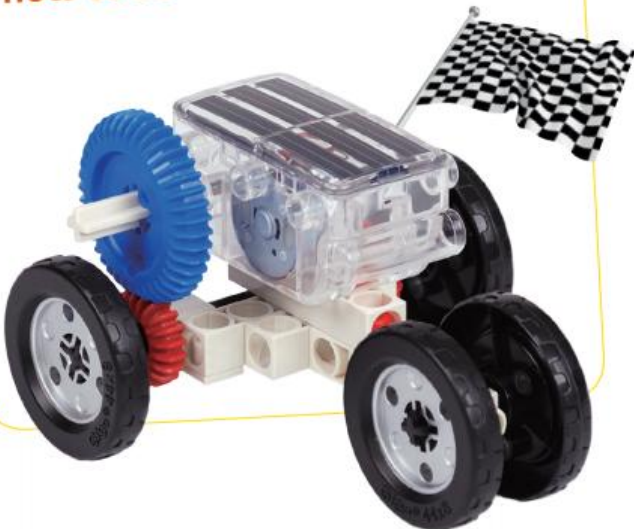
The Models: Part 2
Pages 39 to 56

Assemble other solar powered devices and machines



Powering Up: Solar Cells
Pages 10 to 25

Learn how solar cells convert sunlight into electricity, and how to use that electricity



CHECK IT OUT

You will find supplemental information on pages 9, 16 to 17, 21, 23 to 24, and 38.

>>> IMPORTANT INFORMATION

Safety Information

>>> **Warning!** Not suitable for children under 3 years. Choking hazard — small parts may be swallowed or inhaled.

>>> The models in this kit have moving parts. Please always be careful that fingers, hair, other body parts, or delicate objects are not harmed by or caught in the moving parts. Handle the models carefully.

>>> Keep the packaging and instructions as they contain important information.

>>> Store the experiment material and assembled models out of the reach of small children.



We wish you and your child lots of fun experimenting, discovering, and learning!

Dear Parents and Supervising Adults,

Physics is an exciting and varied science that is not hard to understand, especially when you use fun models to demonstrate physics principles in action. It can be a lot of fun to figure out the astonishing physical phenomena that we encounter every day and to put this understanding to use.

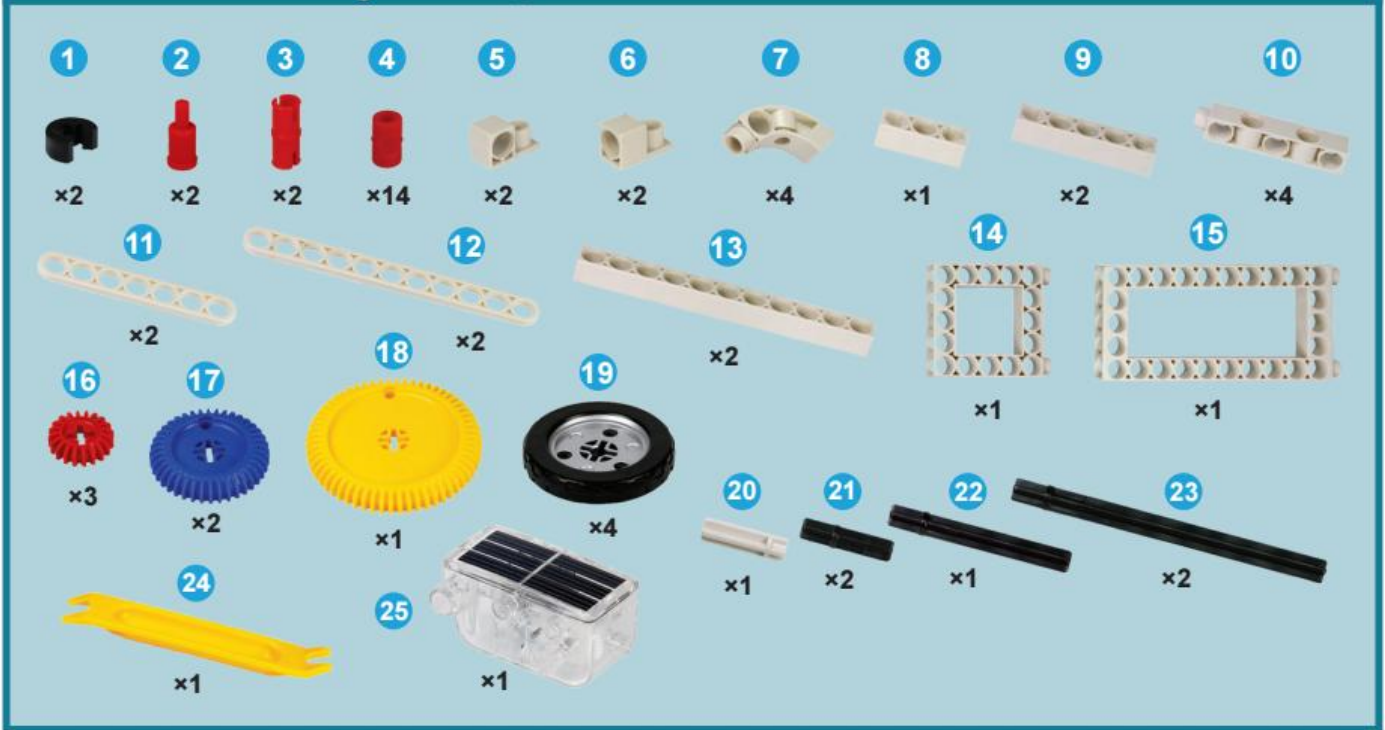
This experiment kit and the working models you can build with it introduce your child to physics concepts including gear transmissions, solar cells and solar energy. With its wealth of simple examples, your child will gain basic insights into the world of physical units and laws — which will help him or her to understand and engage more deeply in the lessons taught in school.

The individual experimental models are assembled step by step using an adjustable building system. It will require a little practice and patience at first. And your child will be particularly happy to have your help with the models that he or she finds more difficult.

Some of the experiments may require some additional common items from your household. Help your child select these items.



What's inside your experiment kit:



Checklist: Find – Inspect – Check off

No.	Description	Qty.	Item No.
1	C-axle fixing	2	3620-W10-A1D
2	C-cam connector	2	7026-W10-J3R
3	C-axle connector	2	1156-W10-A1R
4	C-long peg	14	7061-W10-C1R
5	C-lateral converter	2	7061-W10-J1SK
6	C-front converter	2	7061-W10-J2SK
7	C-bended rod	4	7061-W10-V1SK
8	C-3 hole rod lateral closed	1	7026-W10-Q1SK
9	C-5 hole rod	2	7413-W10-K1SK
10	C-5 hole dual rod	4	7026-W10-S1SK
11	C-7 hole prolate rod	2	7362-W10-D1SK
12	C-11 hole prolate rod	2	7362-W10-D2SK
13	C-11 hole rod	2	7413-W10-P1SK
14	C-5x5 frame	1	7026-W10-V1SK
15	C-5x10 frame	1	7026-W10-U1SK
16	C-20t gear	3	7026-W10-D2R
17	C-40t gear	2	7026-W10-E2B
18	C-60t gear	1	7026-W10-W4Y
19	C-wheel	4	880-W25-Q1
20	C-motor axle	1	7026-W10-L1SK

No.	Description	Qty.	Item No.
21	C-30mm axle	2	7061-W10-A1D
22	C-60mm axle	1	9060-W10-B1D
23	C-100mm axle	2	7413-W10-L1D
24	B-peg remover	1	7061-W10-B1Y
25	C-1.5V solar power pack	1	1114-W85-A1

Additional things you will need:

sunlight, desk lamp with incandescent bulb, fluorescent lighting, index card, wooden blocks, tape measure or yard stick, chalk or tape, stopwatch or timer, plank of wood



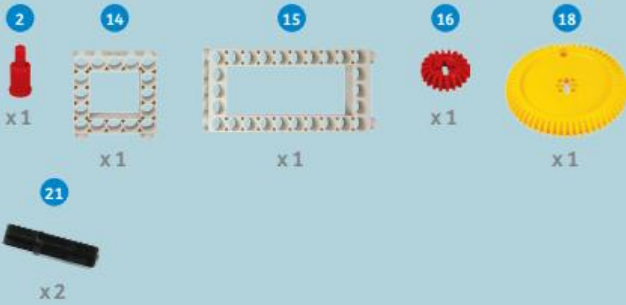
Gearing Up: TRANSMISSIONS

Transmissions allow you to move mechanical energy from one place to another. Your solar-powered models will depend heavily on transmissions to make their wheels and other components work. In this section, you will learn how the gears are used to make transmissions that either increase the speed of a wheel or increase the turning force of a wheel.



Transmissions Model 1

Parts Needed



HERE'S HOW

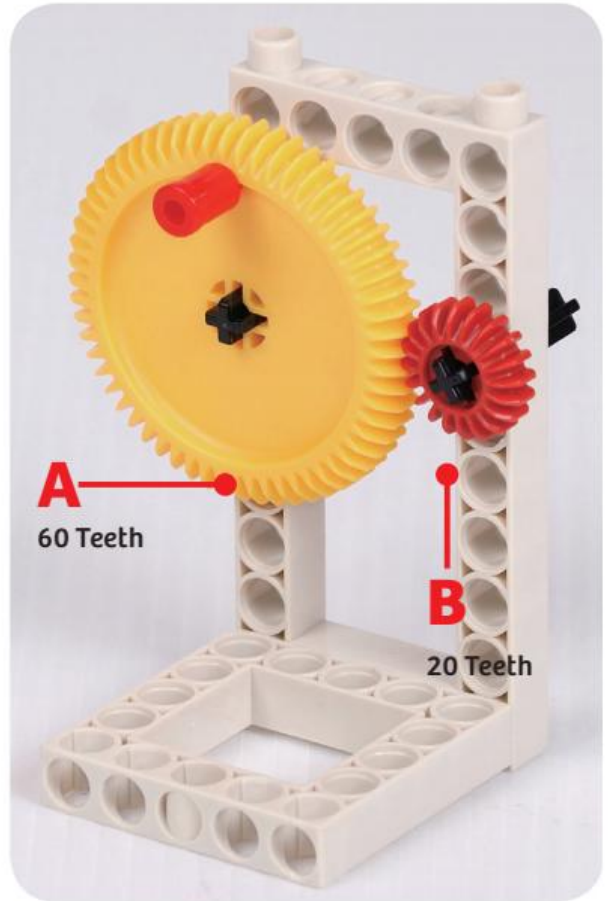
1. Assemble the parts as shown.
2. Slowly turn gear A one time around exactly, which is called one rotation. Carefully observe gear B as you do this.
How many times does gear B turn for each full rotation of gear A?
3. Now slowly rotate gear B around once. Observe gear A as you do this.

How many times does gear A turn for each full rotation of gear B?

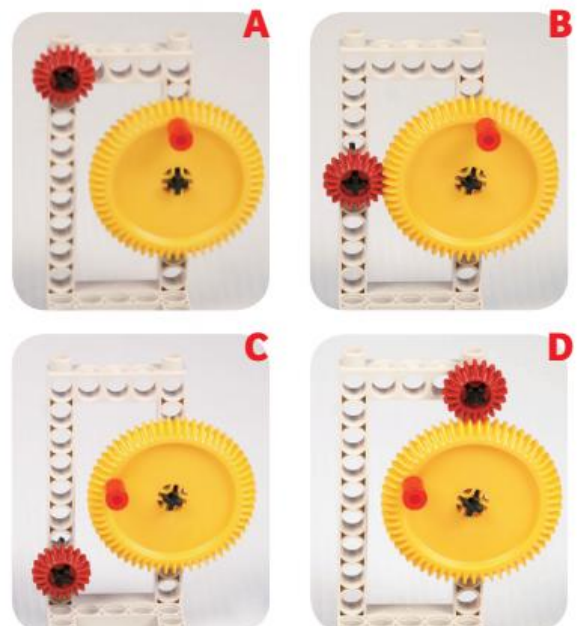
→ WHAT'S HAPPENING?

For each rotation of gear A, gear B rotates three times. Gear A has 60 teeth and gear B has 20 teeth. Thus, after the gears have meshed 20 teeth together, the small gear has already spun around once, while the large gear has only made it a third of the way around. For each rotation of gear B, gear A turns a third of a rotation.

Gear B spins faster at its center than gear A. So you see, gears can be used to change rotational speeds.

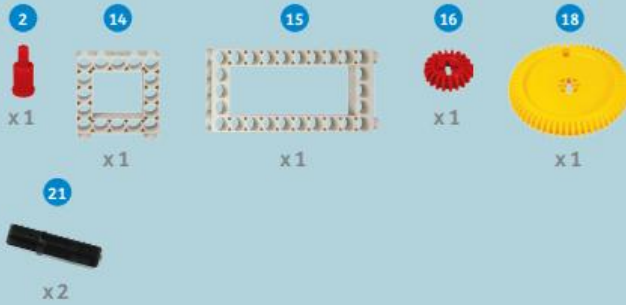


Which of these four locations for the red gear will allow it to turn when the yellow gear turns?



Model 2 Transmissions

Parts Needed



HERE'S HOW

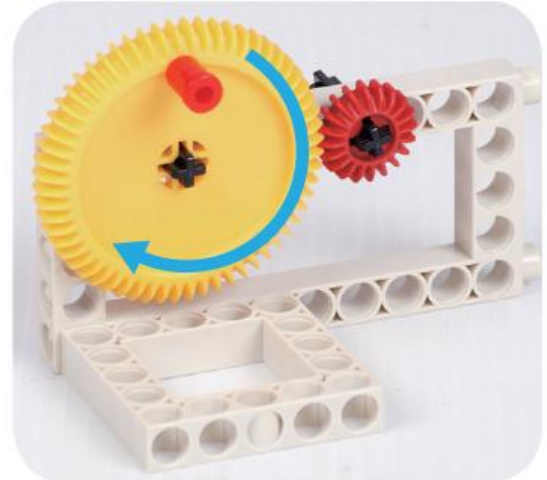
1. Assemble the parts as shown to the right.
2. Before you do anything else, make a prediction:

When you turn the big yellow gear clockwise (as indicated by the blue arrow above), in which direction will the small red gear turn?

3. Now turn the gear and test your hypothesis.

→ WHAT'S HAPPENING?

The red gear turns counterclockwise when the yellow gear is turned clockwise. Gears that mesh with each other change the direction of rotation. So, not only can gear trains — series of interlocking gears — be used to change the speed of a gear, they can also be used to change the direction a gear is spinning.



Answer A: The red gear turns **counterclockwise**.



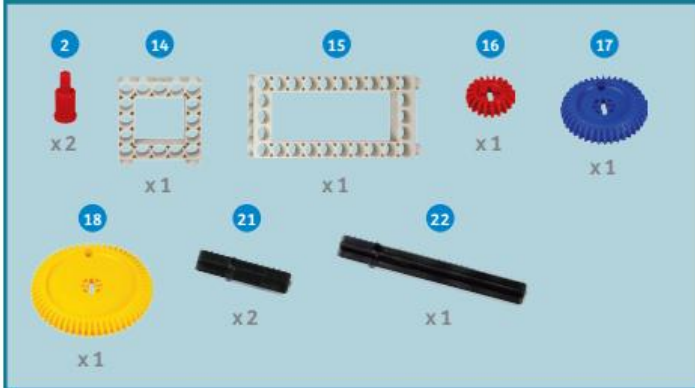
Answer B: The red gear turns **clockwise**.





Transmissions Model 3

Parts Needed



HERE'S HOW

1. Assemble the parts as shown on the right.
2. Now make a prediction.

When you turn the small red gear to the left, in which directions will the medium blue gear and large yellow gear turn?

3. Now turn the gear and test your hypothesis.

→ WHAT'S HAPPENING?

The blue gear turns clockwise and the yellow gear turns counterclockwise. So, the yellow gear is actually spinning in the same direction as the starting red gear, because the direction has been changed twice. Has the gear train accomplished any change then? To answer that, observe the speed of the yellow gear in relation to the red gear.

Answer A: The blue gear turns **counter-clockwise** and the yellow gear turns **clockwise**.

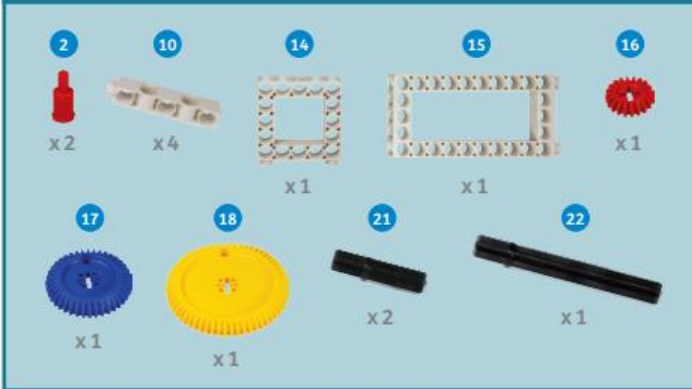


Answer B: The blue gear turns **clockwise** and the yellow gear turns **counterclockwise**.



Model 4 Transmissions

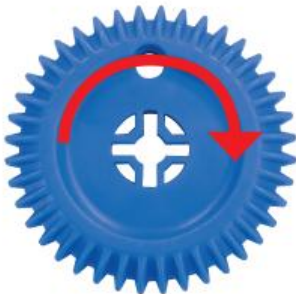
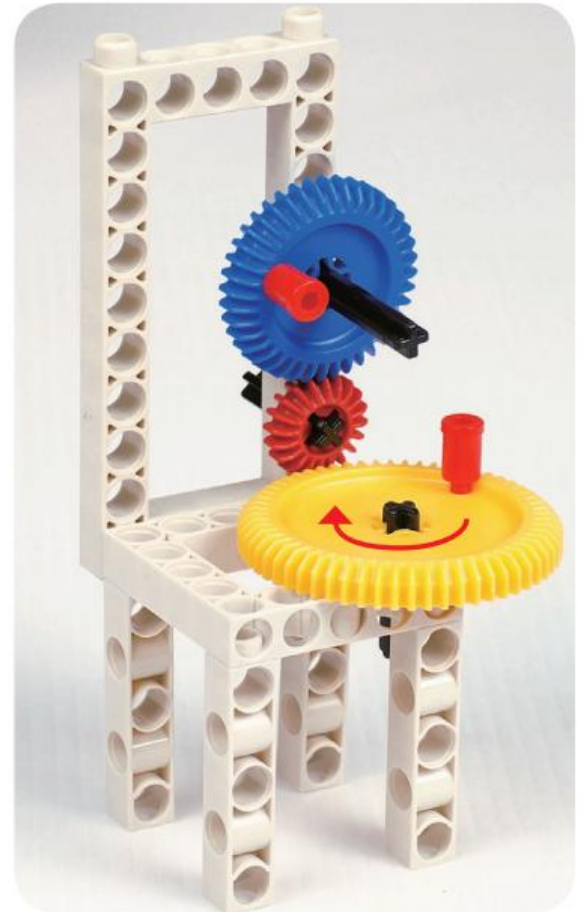
Parts Needed



HERE'S HOW

1. Assemble the parts as shown.
2. Now make your prediction:

When you turn the yellow gear clockwise, in which direction will the blue gear turn?



Answer A: **clockwise**

Answer B: **counterclockwise**

→ WHAT'S HAPPENING?

The blue gear will turn clockwise. The gear train turned a corner! Here you see that these gears can be positioned at right angles from one another, changing the plane of motion.





CHECK IT OUT



MACHINES

For something to be called a **machine**, it has to have a source of power and a way to transmit power from one place to another — a **transmission**. Power can come from many sources, like heat or electricity. Power can be transmitted in many ways. Gear trains like the ones you have just experimented with in Experiments 1–4 are good examples.

This kit contains a special machine called the **solar motor unit**. It is a single-piece device that takes light and converts it into motion. The light source can be sunlight or even light from a powerful lamp. The motion is the spinning of an axle that sticks out from either side of the unit.

But how exactly does the solar motor unit convert light into motion? The **solar panel** on the top — a series of photovoltaic panels — generates electric current when exposed to enough light. That electric current in turn goes to powering an **electric motor**, which results in the spinning of the motor's shaft. From there, a **transmission** consisting of four gears carries the motion all the way to the **axles** on the sides of the unit, which can be used to activate your models!

The solar panel and the electric motor will be explained in the next section. First, let's look at how the transmission in the solar motor unit works.

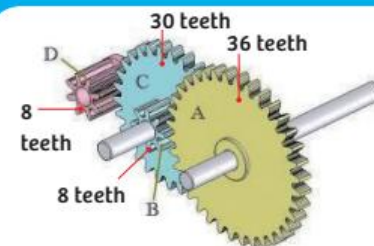
INCREASING TORQUE

In Experiment 1, your gear train had a **gear ratio** of 1:3. For every one rotation of the large yellow driver gear, the small red driven gear rotated three times.

Inside the solar motor unit, the opposite happens. A series of four gears takes a fast-spinning motor shaft and reduces the speed.

But why would you want to slow it down? The answer is simple: when you reduce the speed of an output gear in a gear train, you increase the torque of the output gear. Torque is a measure of the turning force of a rotating object. In this case, you can think of it as the strength of a gear to turn another gear.

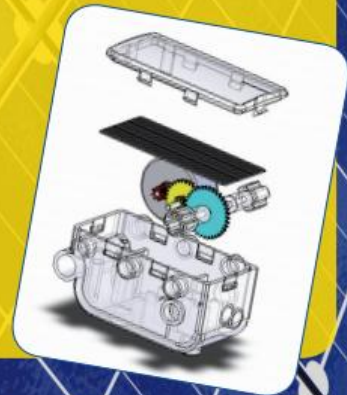
So, by decreasing the speed, the solar motor unit has increased the strength of the motor to turn gears and axles and power your vehicles and devices!





Powering Up: SOLAR CELLS

To make the motor run, you need electricity supplied by the solar panel. In this chapter, you will conduct a series of experiments with a test car that will teach you how the solar panel works and under what conditions it works best.





Solar Cells Model 5

Parts Needed

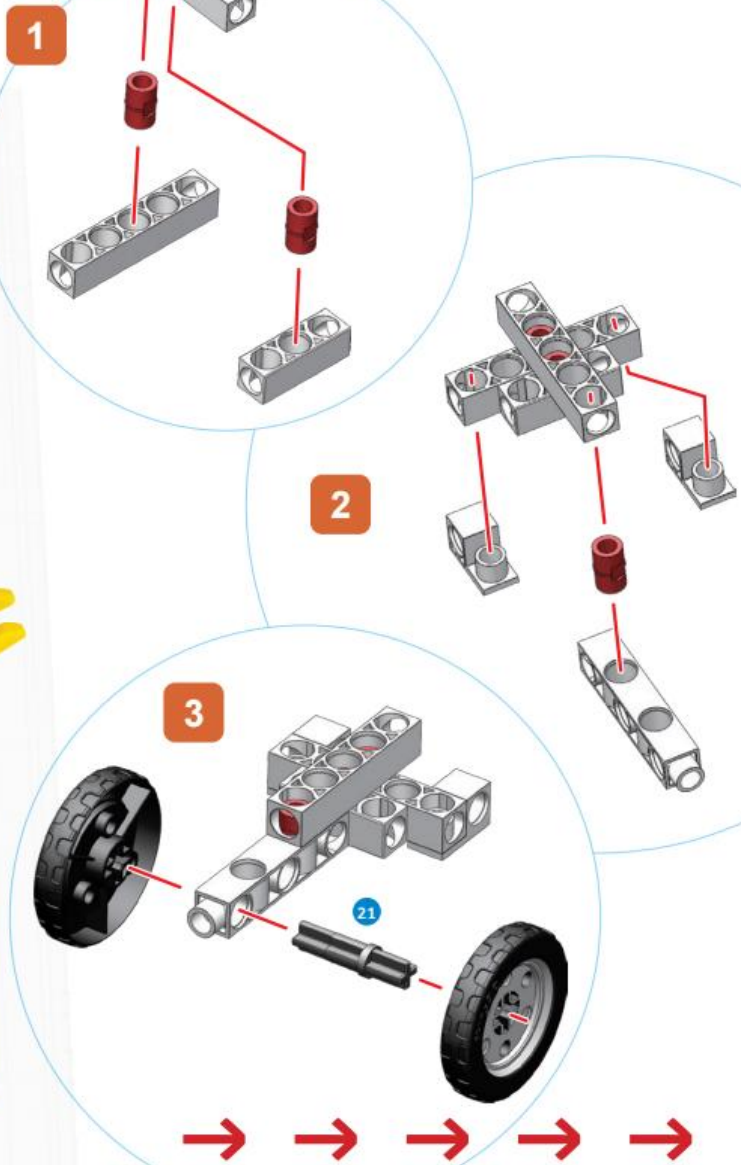


HERE'S HOW

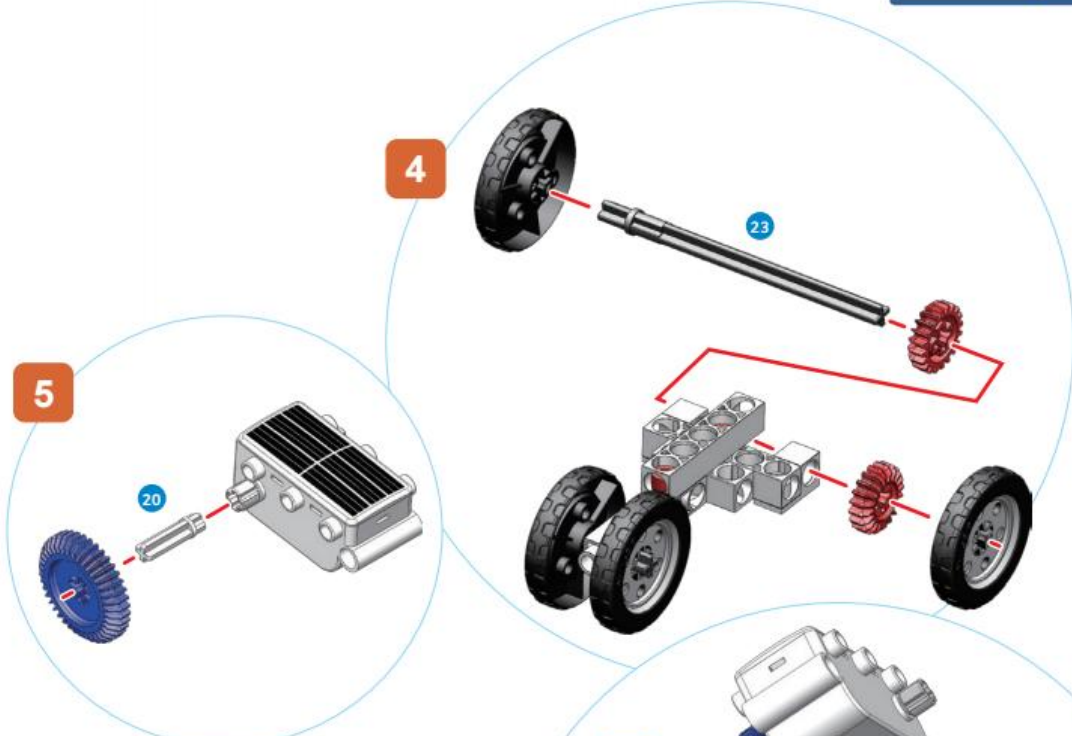
1. Assemble all the parts as shown, following each picture step by step.

TIP

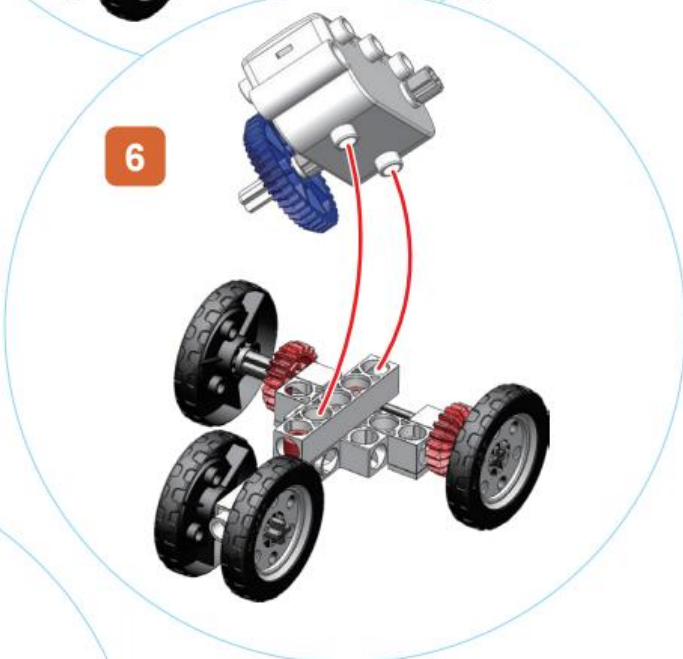
To remove long pegs, use the peg remover as a lever!



Model 5 Solar Cells



The model will run better with a 1 mm gap between the gear and frame.



→ WHAT'S HAPPENING?
 You assembled a simple test vehicle with which you can now conduct a number of experiments to learn about putting solar power to work!



Solar Cells Model 6

Light sources

YOU WILL NEED

- test car model
- a sunny day
- an overcast day
- desk lamp with incandescent bulb
- fluorescent lighting

HERE'S HOW

Test how well your solar motor unit powers your model car in the following light conditions.

1. Outside on a sunny day, with the sun high in the sky.
2. Outside on a cloudy or overcast day
3. Inside under a desk lamp with an incandescent bulb (75 watts or greater recommended).
4. Inside under fluorescent lighting, such as long fluorescent tubes or compact fluorescent bulbs.

- Under which light source does the model run the fastest along the ground?
- Which light sources do not provide enough energy to run the motor at all?
- What do you notice about the relationship between the intensity of the light and the speed of the motor?



→ WHAT'S HAPPENING?

Sunlight on a sunny day should power the motor to run the fastest. An incandescent bulb will also run the motor, if the lamp is close enough to the solar panel. Even though a fluorescent bulb appears very bright to us, it does not emit the amount of light energy needed to run the motor. A cloudy day however may actually provide enough sunlight to power the motor — the sun is that powerful!

Testing different light levels

YOU WILL NEED

- test car model
- a sunny day or a desk lamp with incandescent bulb
- small card (e.g. index card)

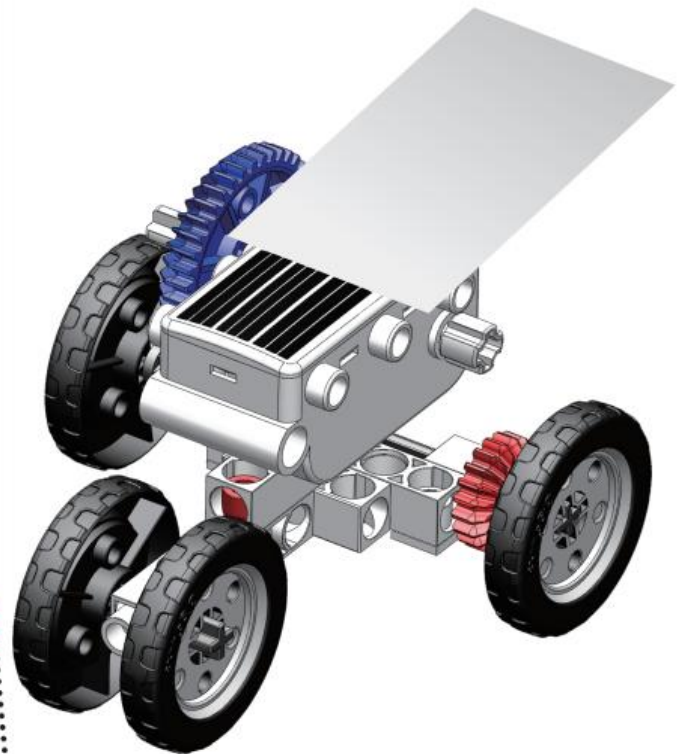
HERE'S HOW

1. Put the test car outside in the sunlight or under a desk lamp so that the motor is running.
2. With a small card, such as an index card, cover a third of the solar panel's surface area and note the speed of the motor.
3. Cover half of the solar panel's surface area and again note the speed.
4. Cover two-thirds of the solar panel.

Does the motor still run?

→ WHAT'S HAPPENING?

The surface area of a solar panel is directly proportional to the electrical power output. Assuming the same light conditions, the larger your solar panel, the more electricity it will generate.





Solar Cells Model 8

Optimum tilt of the solar panel

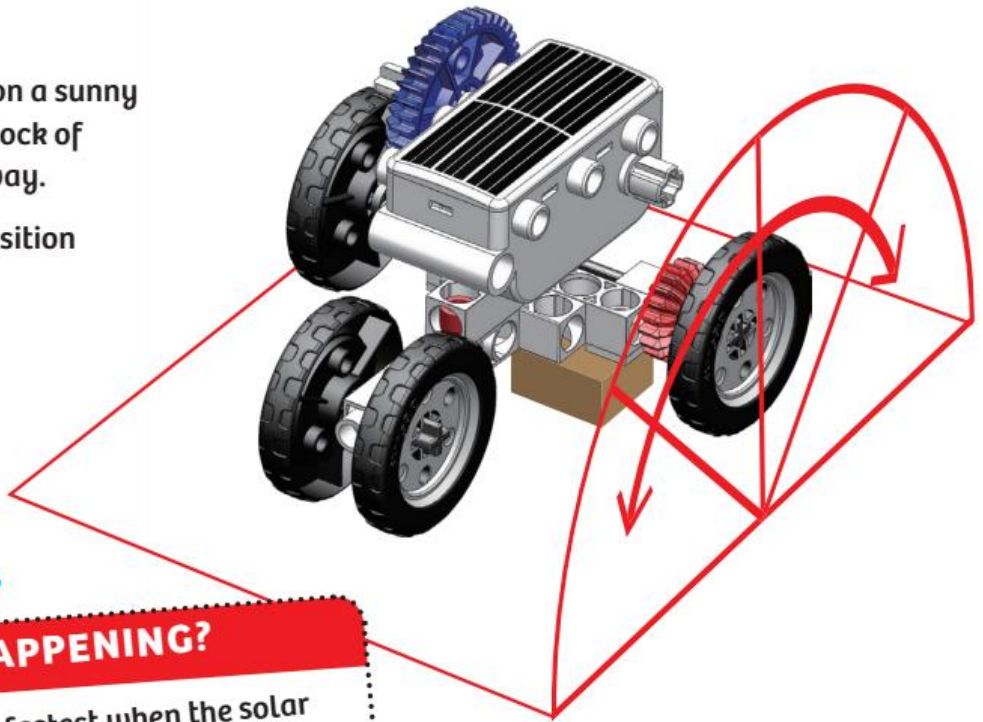
YOU WILL NEED

- test car model
- a sunny day, when the sun is high in the sky
- small blocks of wood



HERE'S HOW

1. Take the test car outside on a sunny day and prop it up on a block of wood so it doesn't roll away.
2. Using different blocks, position the car so that the solar panel sits at different angles relative to the sun.



What orientation of the solar panel makes the motor run the fastest?

→ WHAT'S HAPPENING?

The motor runs the fastest when the solar panel is most directly facing the sun. Because the sun is so far away, its rays hit Earth virtually parallel to one another. When the solar panel's surface is directly facing the sun, the light rays hit it perpendicularly. When the solar panel's surface is tilted at an angle to the sun, the light rays hit it at an angle. The more perpendicular the angle is, the more energy per surface area there is. See page 23 to learn more about this.

How Does a Solar Cell Work?

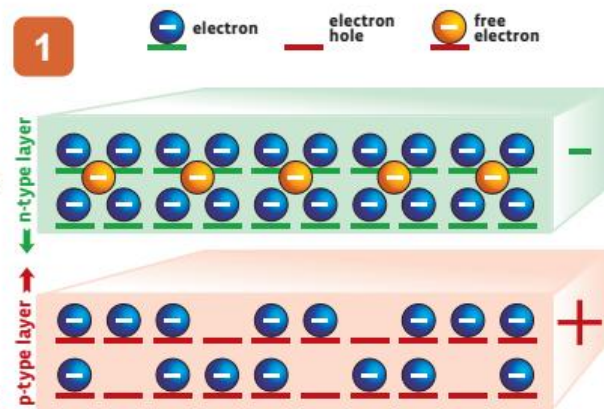
A solar cell is a flat device that uses an electronic material called a **semiconductor** to convert **photons**, or particles of light energy, into electrical energy. The semiconductor creates a **voltage**, or difference in electrical potential energy, between two surfaces when it is exposed to light. You can think of it like a battery, which also has a voltage between two points. This technology is called **photovoltaics**.

The phenomenon of electricity is nothing more than the movement of negatively charged particles, called **electrons**, through a material, called a **conductor**. Electricity flows easily through some materials, like metal, and poorly or not at all through other materials, like plastic. We have discovered materials, like **silicon**, which are naturally poor conductors in pure form, but can be treated to become better conductors under special conditions. These are called **semiconductors**.

In a solar cell, electrons are excited into motion by exposure to energy from light. The solar cell is designed to make the electrons flow in a specific direction, creating a negative pole on the side where there are more electrons and a positive pole on the side where there are fewer electrons, or more "empty holes" for electrons. To achieve this electron flow, pure silicon must be treated to become a better conductor. This is done by adding impurities, or other elements, to the silicon, in a process called **doping**.

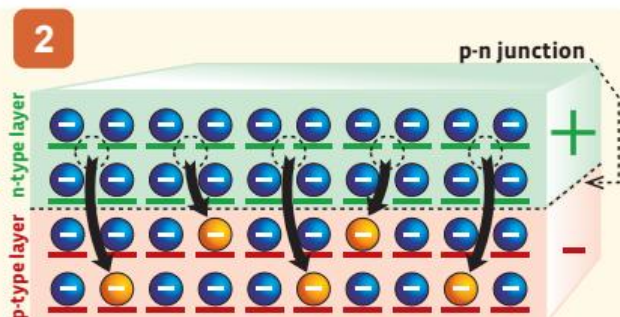
1. Two layers of silicon

There are two layers of treated silicon in the solar cell. Phosphorus is added to the first layer, resulting in an abundance of free electrons. Because electrons have a negative charge, this layer has a negative charge, and is thus called n-type doped silicon. The other layer is doped with Boron, resulting in an absence of electrons, or more holes for electrons. This gives the layer an overall positive charge, and is thus called p-type doped silicon.



2. The layers come together

The n-type silicon layer is positioned right next to the p-type layer. All of the free extra electrons in the n-type layer flow to fill up the holes in the p-type layer, creating an electric field. Right along the line where the two layers meet, something $\rightarrow \rightarrow$





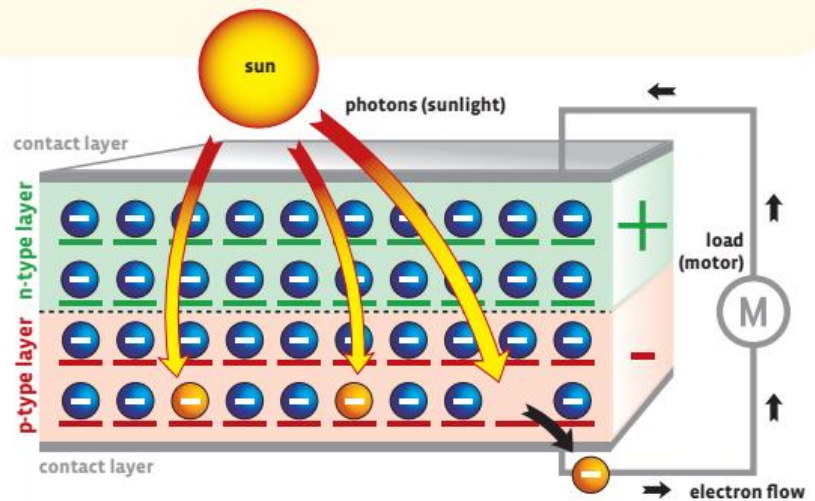
CHECK IT OUT



interesting happens: electrons are able to move from the n-type layer into the p-type layer, but not from the p-type layer into the n-type layer. This area where the two layers meet is called the p-n junction. You can think of it like a hill, where electrons can easily roll down the hill (to the p-type layer) but it is very hard for them to go back up the hill (to the n-type layer).

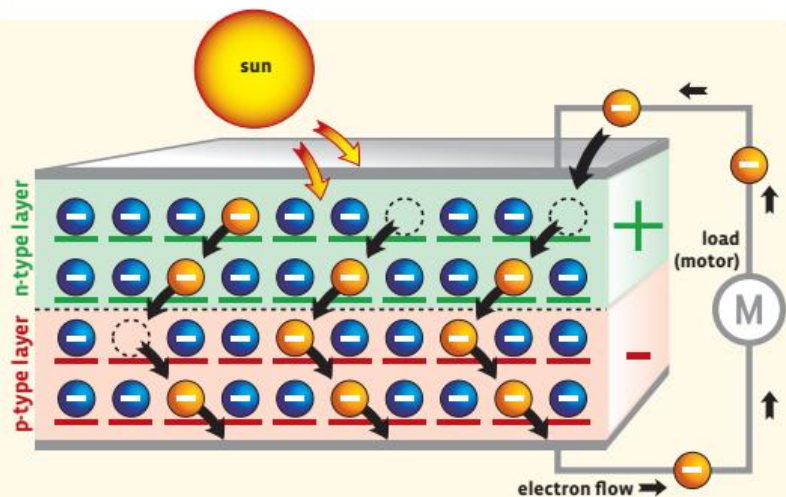
3. Let there be light

When the cell is exposed to light, the energy from the light excites the electrons in the p-type layer, and they break free from their holes. With contacts and wires attached to conduct electrons out of the p-type layer, through a load (such as a light bulb or motor), and back to the n-type layer, we now have a complete solar cell circuit.



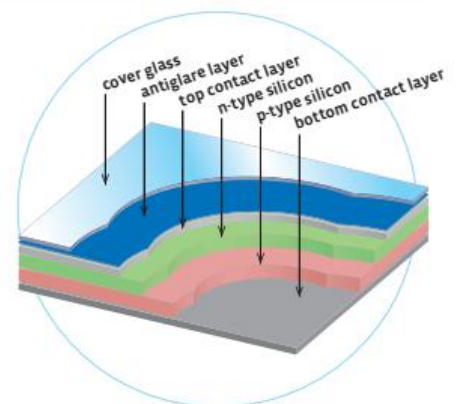
4. The electrons flow

When an electron moves, the hole it was previously sitting in becomes empty, and another electron can easily move into its position. And because electrons can only travel in one direction through the p-n junction, they must pass through the wire and load to get back to the n-type layer. This creates the electric current.



This basic solar cell with one p-type layer, one n-type layer, and one p-n junction is called a first generation photovoltaic. A second generation photovoltaic has many layers and multiple p-n junctions, to absorb more light. There is also a third

generation photovoltaic, which does not use the traditional p-n junction at all. This is a simplified description and we encourage you to find out more about how solar cells work from books, the internet, and your science teacher.



Time trials

YOU WILL NEED

- test car model
- *tape measure or yard stick*
- *chalk or tape*
- *stopwatch or timer*
- *area of smooth, flat ground outside on a sunny day*



HERE'S HOW

1. With your tape measure or yard stick, measure a distance along the smooth, flat ground and mark the start and end points with chalk or a piece of tape. For our example, we will choose three feet. But you can experiment with different distances.
2. Using the stopwatch or timer, time how long it takes the test car to travel between the start and end points. Record the time.



Test car A

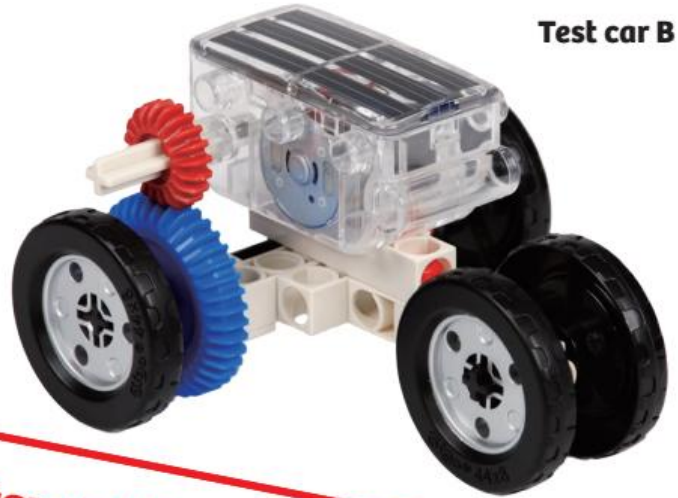




Solar Cells Model 9

Time trials

HERE'S HOW IT CONTINUES



Test car B

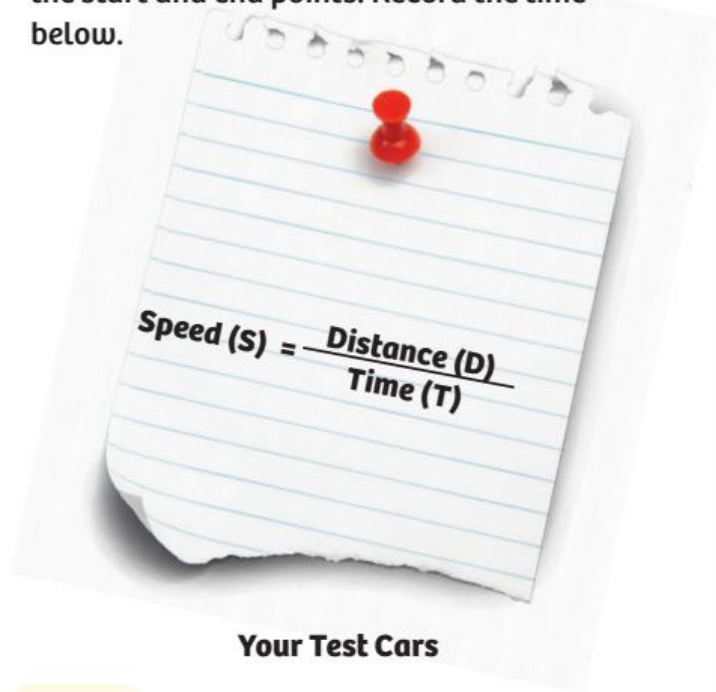


3. Now, switch the red and the blue gears on your test car to make a different version of the car. We will call this new version "test car B," and the original version "test car A." You will have to remove the motor and rear axle in order to switch the gears, and then replace them again.

4. Like you did before with test car A, use the stopwatch or timer to time how long it takes for test car B to travel between the start and end points. Record the time below.

→ WHAT'S HAPPENING?

Test car A clearly moves faster than test car B. Using the speed calculation here, you will see that car A moves about twice as fast as car B. Changing the gears changed the speed of the car. It also changed the torque. Move on to the next experiment to learn more.



Examples

$$\text{Speed of Car A} = \frac{D}{T} = \frac{3 \text{ ft}}{4 \text{ sec}} = 0.75 \text{ ft/sec}$$

$$\text{Speed of Car B} = \frac{D}{T} = \frac{3 \text{ ft}}{8 \text{ sec}} = 0.375 \text{ ft/sec}$$

Your Test Cars

$$\frac{\text{feet}}{\text{seconds}} = \text{ft/sec}$$

$$\frac{\text{feet}}{\text{seconds}} = \text{ft/sec}$$

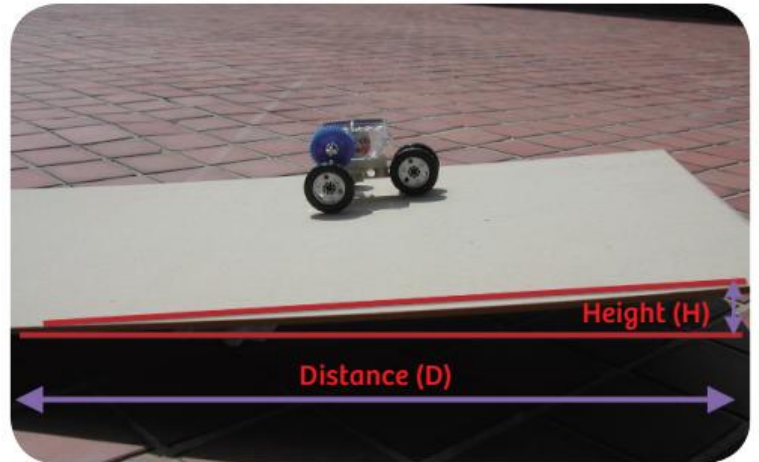
Torque over speed

YOU WILL NEED

- test car models A and B from Experiment 9
- *tape measure or yard stick*
- *large plank of wood, or sturdy piece of cardboard, or other flat panel*
- *wooden blocks or books*
- *stopwatch or timer*
- *sunny day*

HERE'S HOW

1. Find a large plank of wood, or a sturdy piece of cardboard, or some other flat panel that is at least three feet by two feet and that you can use as a ramp.
2. Set up the ramp with one end on a short block of wood or a thin book so that the ramp is at a low-grade slope (a slight upward slant).
3. Now time how long it takes both test cars (A and B) to climb from one end of the ramp to the other.
Do both cars make it up the ramp?
4. Add another block of wood or book to increase the slope (or steepness) of the ramp.
5. Again, test both cars on the ramp. Continue to increase the slope of the ramp and test the model cars until one of them can no longer climb the ramp.



6. Now, continue to test the remaining car on increasingly steep ramps until the car can no longer climb as well.

Which car could climb the steeper ramp? Was it the faster car or the slower car from Experiment 9?

→ WHAT'S HAPPENING?

Test car B, which was the slower car from Experiment 9, should have been more capable of climbing the steeper ramp than test car A. From the results of these last two experiments, you can see how gears can be used to either increase speed or increase torque depending on what is needed. The solar panel can provide only a limited amount of energy, so we have to use gears to either use that energy towards achieving more speed or more power.



CHECK IT OUT



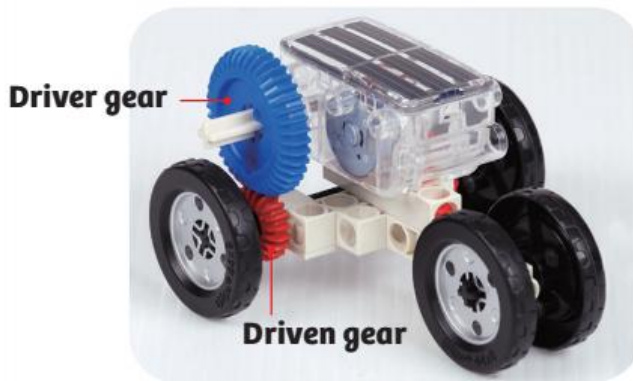
SPEED, TORQUE, AND NUMBER OF TEETH

From the experiments so far, we have learned that torque and turning speed have an inverse relationship in a gear train. When you increase one, the other decreases. Gear turning speed and the number of teeth also have

an inverse relationship. So, this means that torque and the number of gear teeth are directly proportional.

Here we will calculate how much the torque and speed differ between test car models A and B.

Model A : 40-tooth gear driving a 20-tooth gear



Gear ratio =

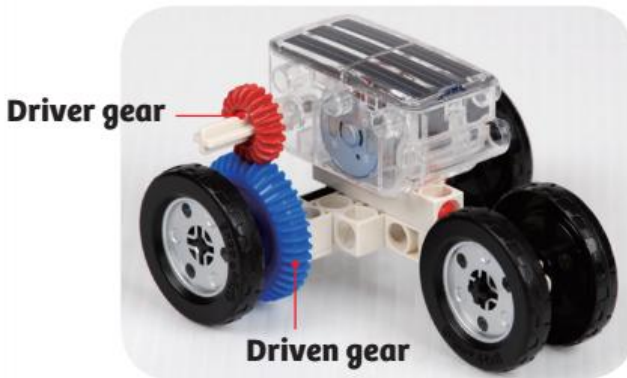
$$\frac{\text{Teeth on driven gear}}{\text{Teeth on driver gear}} = \frac{20}{40} = \frac{1}{2}$$

➔ Torque decreases by 2 times
Speed increases by 2 times



Good for speed on flat surfaces

Model B : 20-tooth gear driving a 40-tooth gear



Gear ratio =

$$\frac{\text{Teeth on driven gear}}{\text{Teeth on driver gear}} = \frac{40}{20} = 2$$

➔ Torque increases by 2 times
Speed decreases by 2 times



Good for power going up hills

The relationship between number of teeth, speed, and torque in a gear train:

$$\text{Gear Ratio} = \frac{\text{Teeth count driven gear}}{\text{Teeth count driver gear}} = \frac{\text{Speed of driver gear}}{\text{Speed of driven gear}} = \frac{\text{Torque of driven gear}}{\text{Torque of driver gear}}$$



Solar Energy

Most of the energy we use comes from the sun, in one way or another. Even fossil fuels are just the remains of prehistoric plants and animals, which lived on and stored energy from the sun. With solar cells, we can turn the sun's energy into electricity more directly than we can turn fossil fuels into electricity. But how much energy does the sun have to give us anyway?



THE SUN



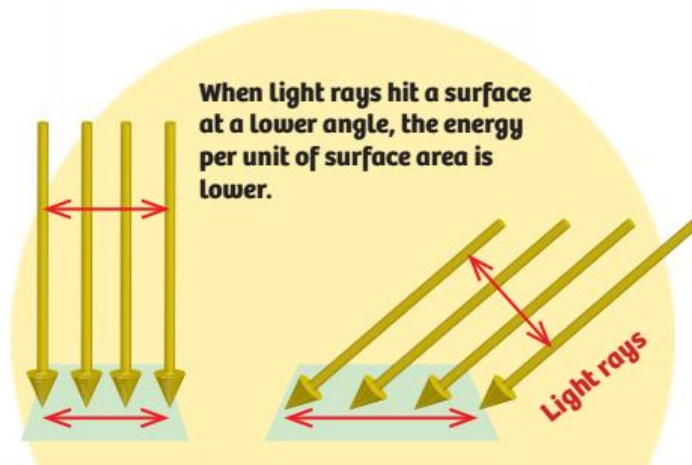
The sun gives off light — just like a lamp, but much, much brighter. While a lamp needs electricity to light up, the sun has its own source of fuel inside it. The sun is so powerful that not even all the lamps in the world could produce as much light as the sun.

The energy from the sun is called radiant energy. About 600 million tons of hydrogen are fused into helium in the sun's interior every second. When this happens, huge amounts of energy are released in the form of light and heat. Each second, the sun produces a radiant energy of 63,000 kilowatt-hours per square meter (kWh/m²).



THE ANGLE OF SOLAR RADIATION

The sun is so far away from Earth, that the sun's rays hit Earth in virtually parallel lines. So when the sun is directly overhead, its rays hit Earth perpendicular to the ground (at a 90° angle). When the sun is low in the sky relative to your position on Earth, the sun's rays hit the ground at an angle. They also pass through more layers of atmosphere coming in at an angle.



The greater the slant at which the sun's light hits the ground, the larger the area that the same amount of light, or photons, are distributed across. Because the same amount of energy is spread over a larger surface area, the energy per unit of area is lower. This is why the sun feels hotter when it is high in the sky in summer than when it is low in the sky in winter.

Even at a distance of 150 million kilometers, where Earth orbits the sun, the power of this radiation still amounts to 1.4 kWh/m². Only a portion of that energy is absorbed by Earth, while the other half is reflected back into space.

The sun's radiation is highly variable in different regions of the world. That has to do with cloud cover and Earth's tilt. In New York, about 1,000 kWh/m² of solar energy are available per year, while the figure is about 1,700 in Los Angeles, 2,000 kWh/m² in the Caribbean, and 2,200 kWh/m² in the Sahara desert. Compare these numbers to the fact that the average American uses only about 13,500 kWh in a whole year.

In total, Earth gets about 1.1×10^{18} kWh of energy from the sun every year. To put this in

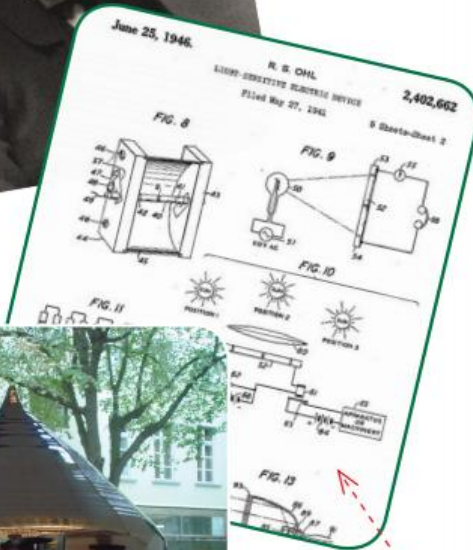
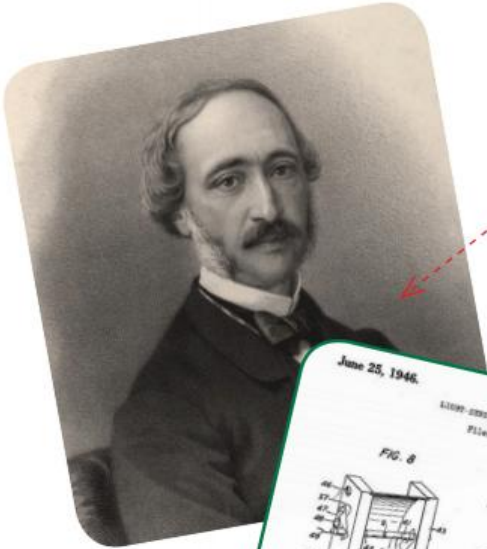
perspective, the amount of energy produced and consumed in one year by everyone on Earth is only about 1.3×10^{14} kWh. Thus, the sun gives us 8,000 times more energy than we consume in a year! This means that in about an hour, the sun delivers as much free energy as all of Earth's inhabitants combined use in an entire year.



CHECK IT OUT

i

History of Solar Cell Technology



A single silicon crystal

Vanguard I (NASA)



A French physicist named **Alexandre-Edmond Becquerel** discovered the photovoltaic effect in 1839. He showed that light can affect electrical current in materials. His experiment proved that metal electrodes immersed in acid produce more electricity when they are placed in the sunlight. Later on, scientists named this the **photoelectric effect, or photovoltaic effect**. This important discovery clearly showed that under certain circumstances, light can be converted into electrical energy.

In 1883, an American inventor named **Charles Fritts** built the first solar cell using plates made of an element called selenium. It was very inefficient by today's standards.

Over the years, many scientists did a lot of research on the photoelectric effect. In 1939, an American engineer named **Russell Ohl** discovered the p-n junction in **silicon**, and by 1946, he had patented the first modern solar cell.

In 1958, the U.S. sent **Vanguard I**, the first solar-powered satellite, into space, showing how much photovoltaic technology had progressed in just over 100 years.

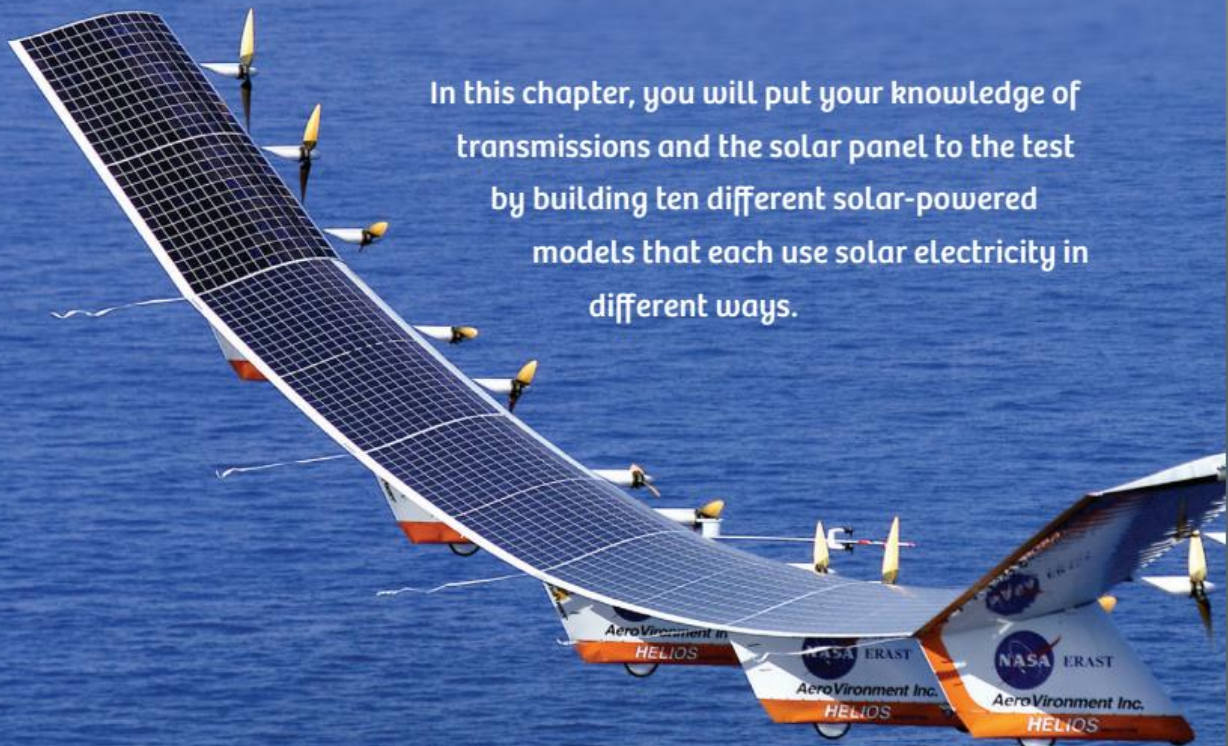
Since the 1980s, photovoltaic systems have been increasingly installed around the world to generate electricity for commercial, residential, and industrial applications.



The Models:

Putting Your Solar Panel to Work

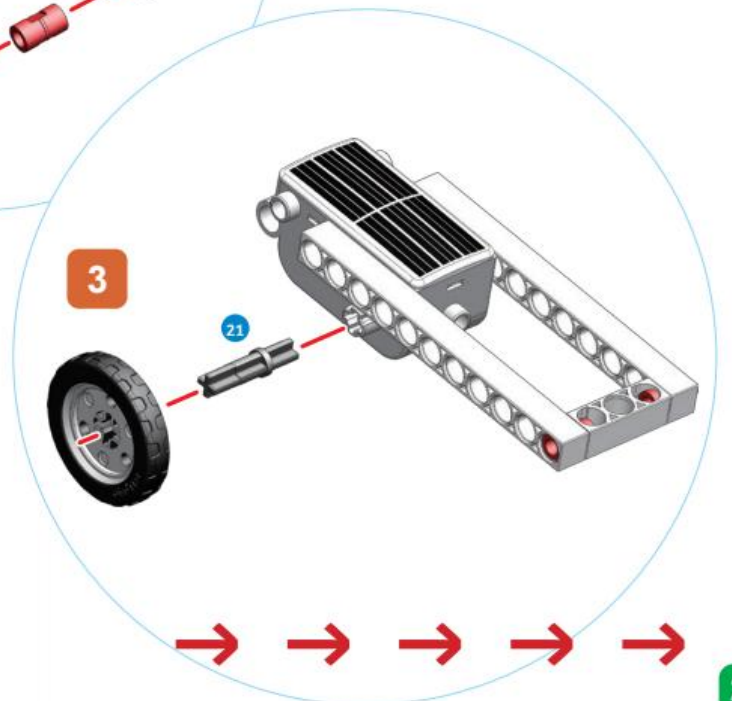
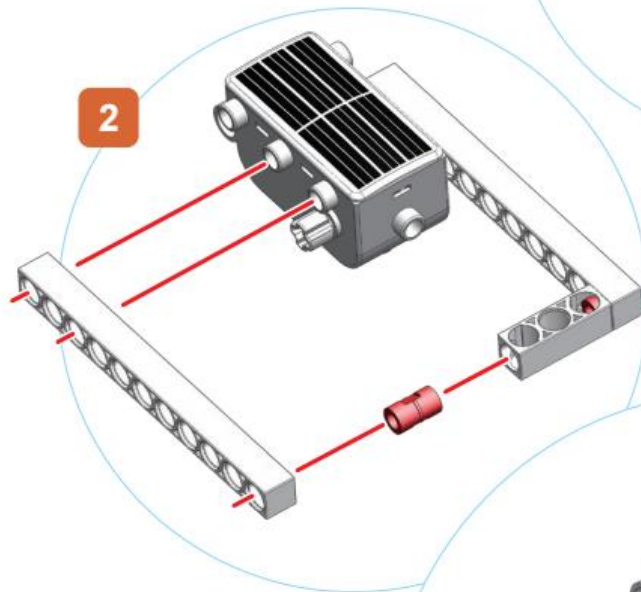
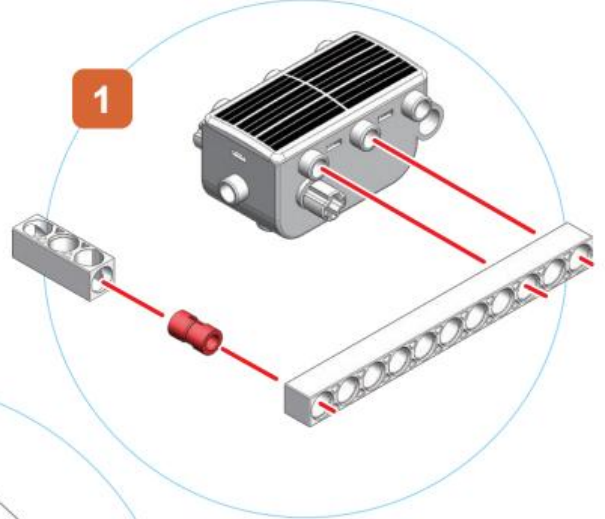
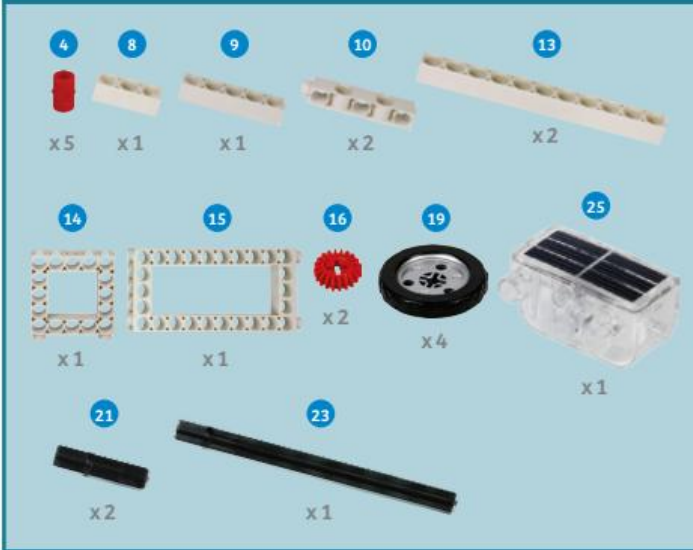
In this chapter, you will put your knowledge of transmissions and the solar panel to the test by building ten different solar-powered models that each use solar electricity in different ways.



The NASA Helios Prototype was a solar- and fuel-cell-powered, remote-controlled, flying vehicle (NASA).

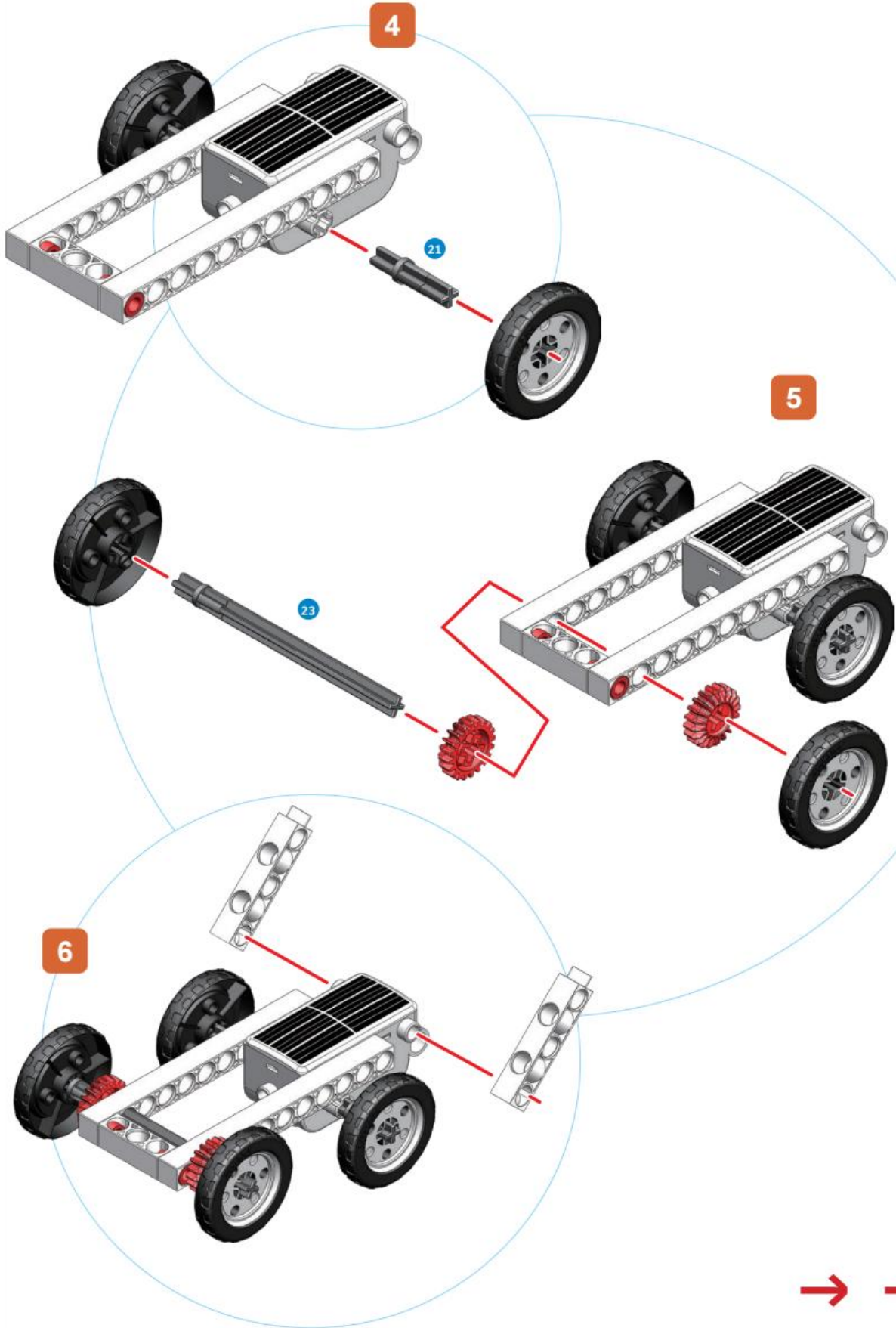
Model 11 Race car

Parts Needed



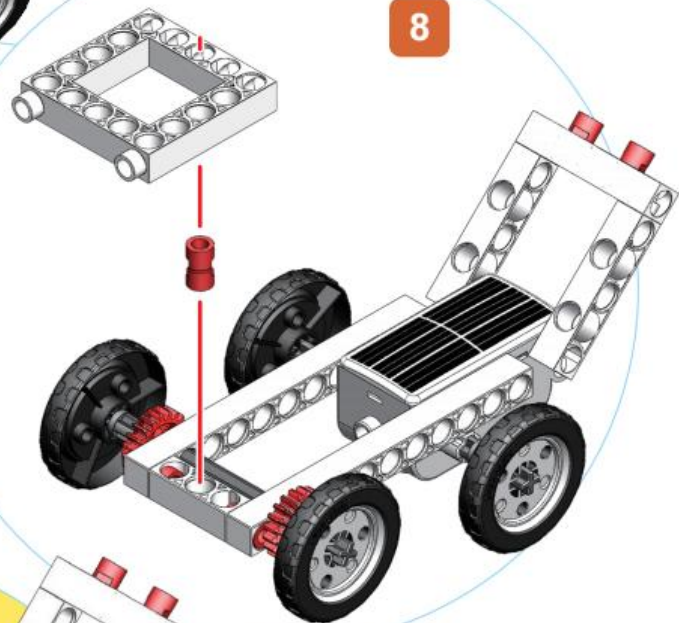
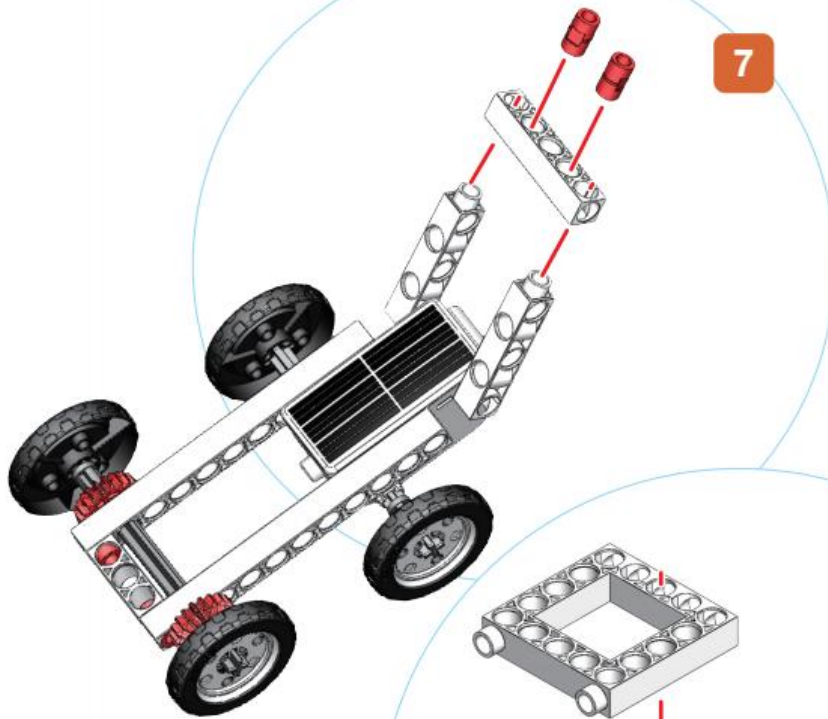


Race car Model 11





Model 11 Race car



The model will run better with a 1 mm gap between the gear and frame.

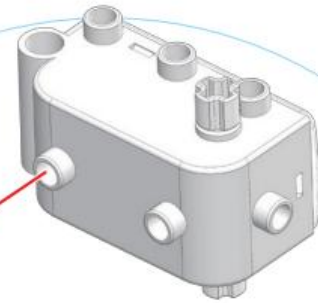




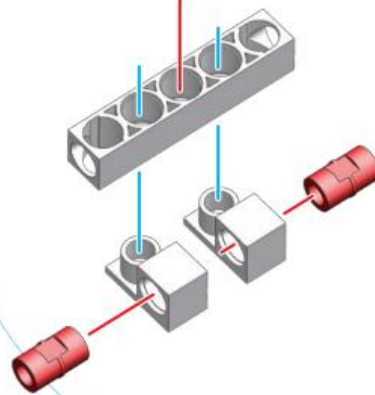
Motorcycle Model 12

Parts Needed

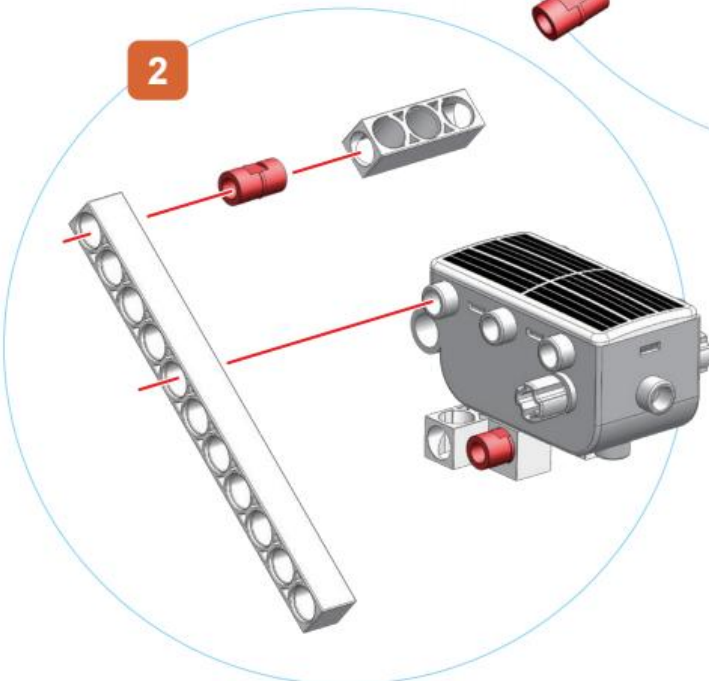
1	4	5	8	9	10
x1	x4	x2	x1	x1	x1
	13	16	17	19	
x1	x2	x1	x1	x4	
20		23		25	
x1	x1	x1		x1	
21					
x1					

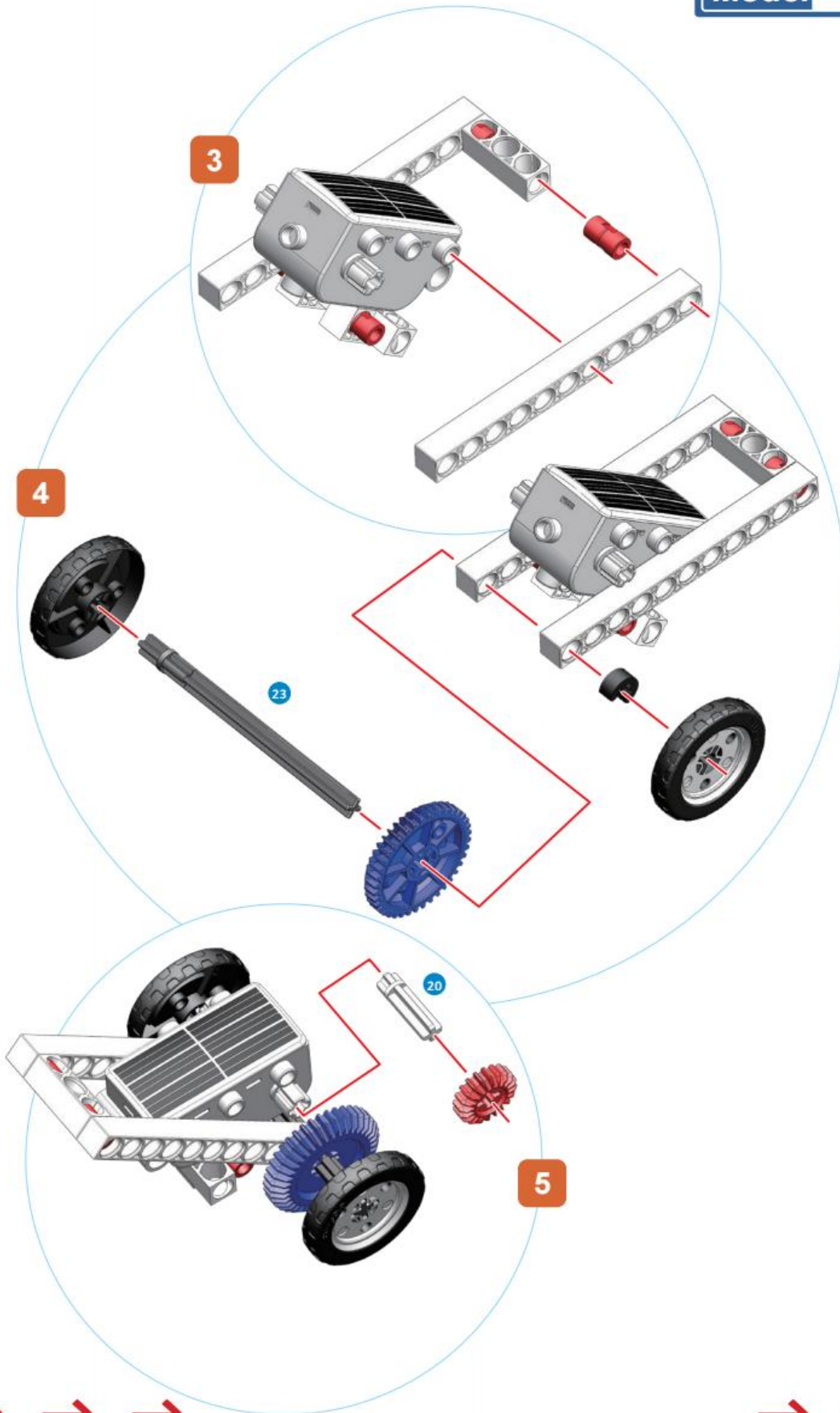


1



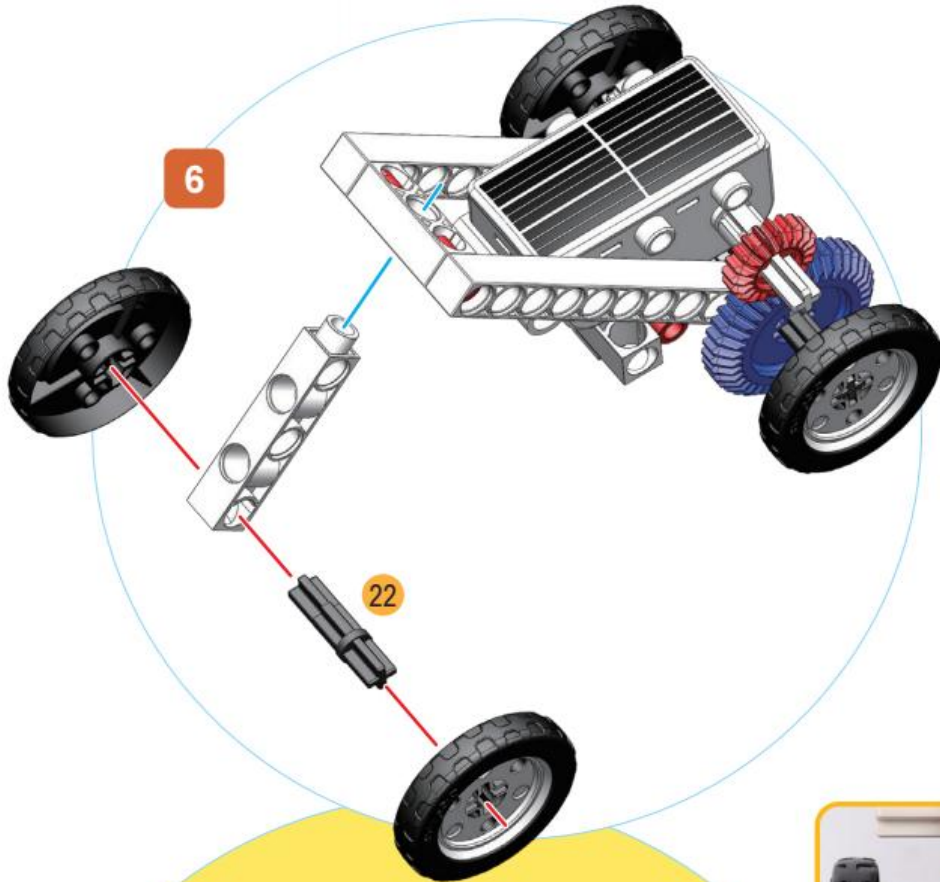
2







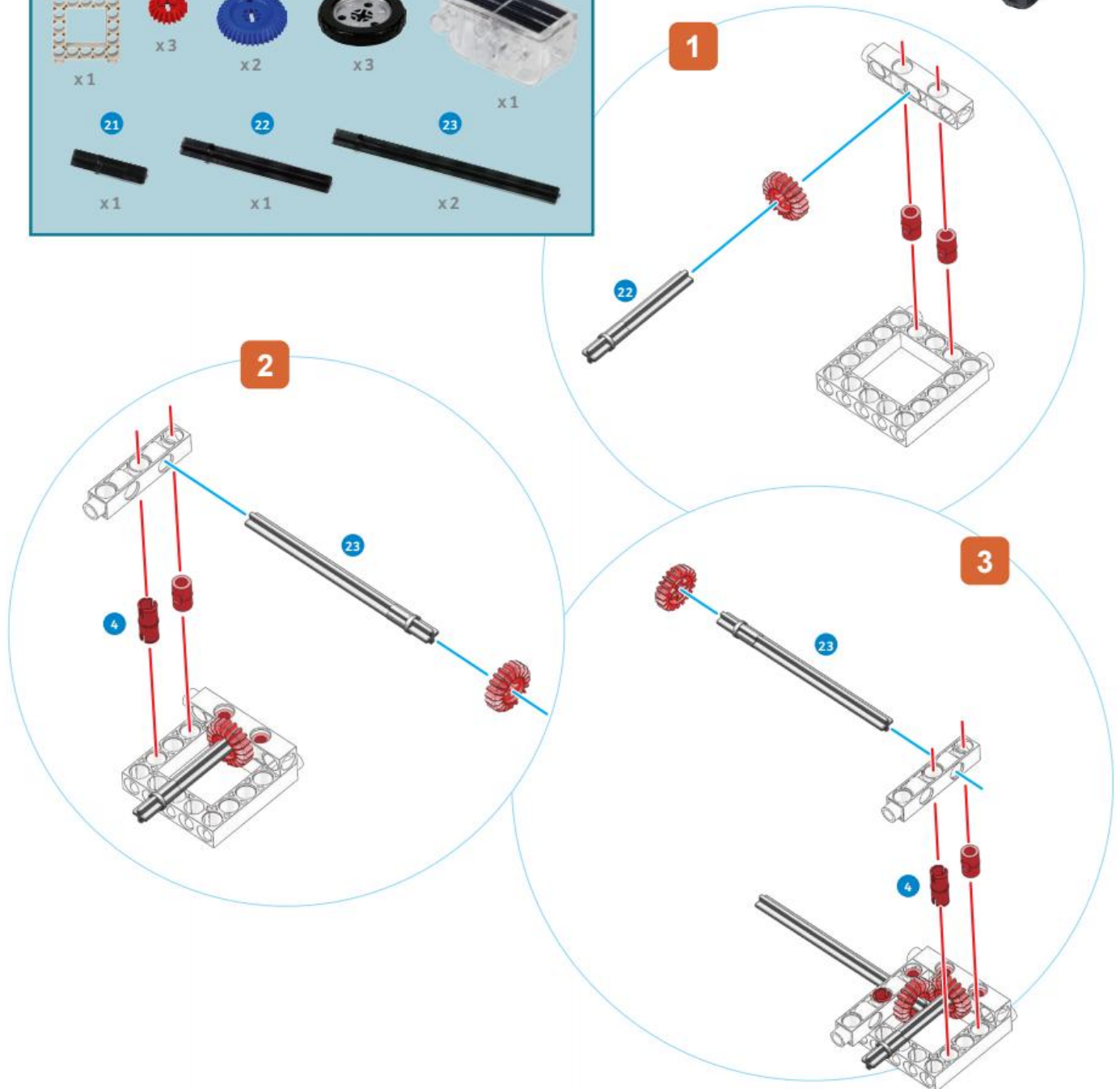
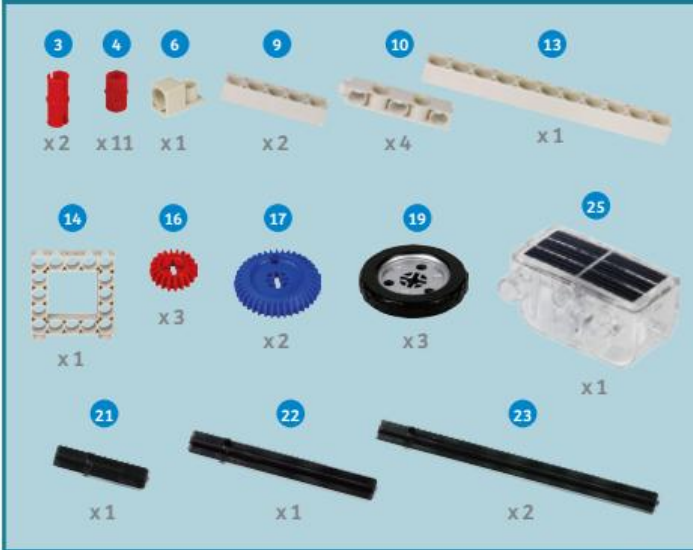
Motorcycle Model 12



The model will run better with a 1 mm gap between the gear and frame.

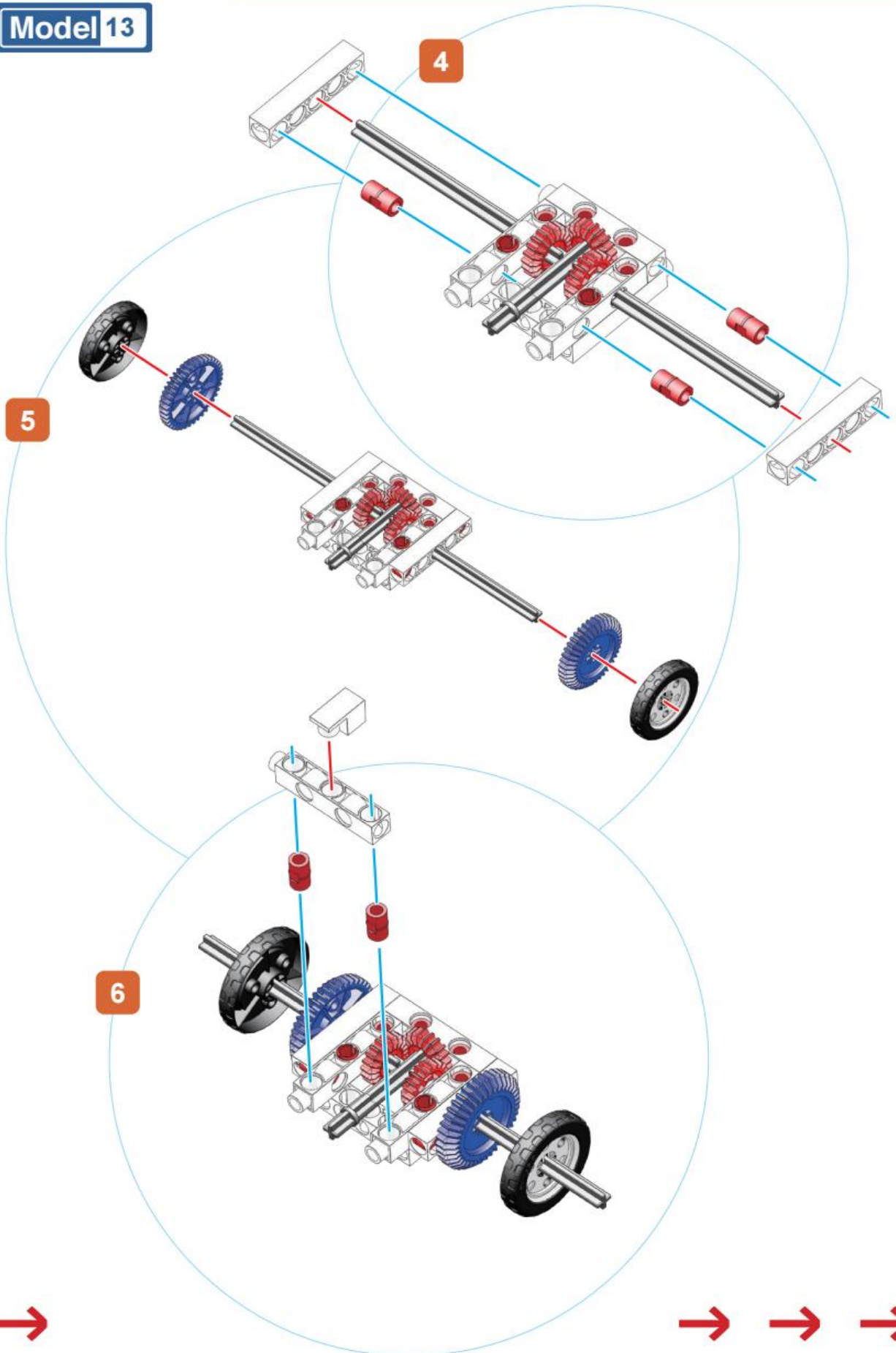
Model 13 Gyrocar

Parts Needed

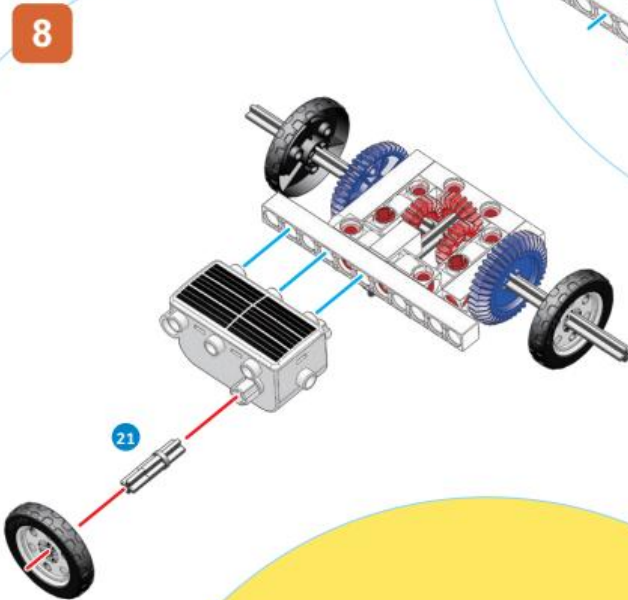
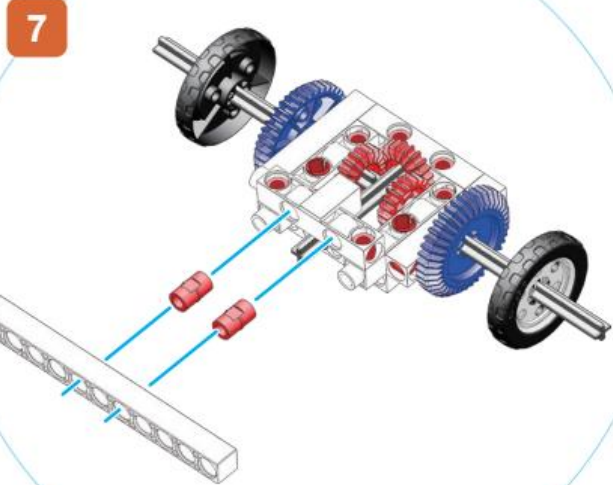




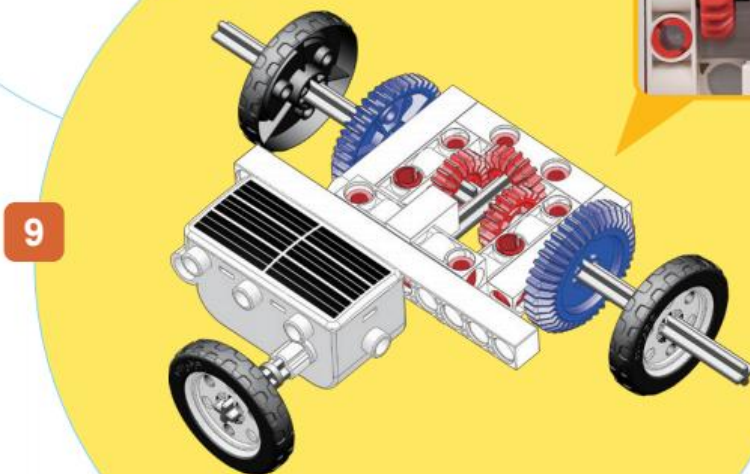
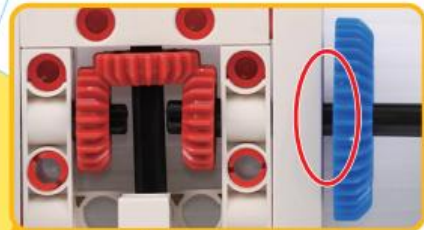
Gyrocar Model 13



Model 13 Gyrocar



The model will run better with 1 mm gaps between the gears and frames.

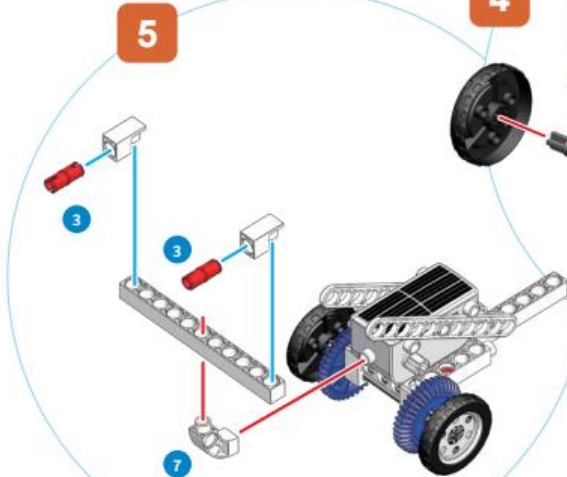
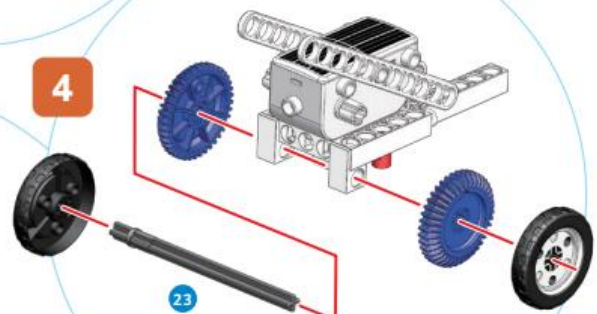
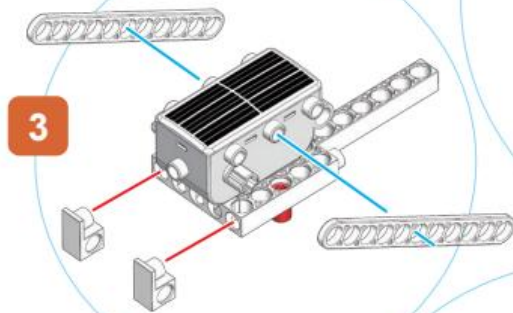
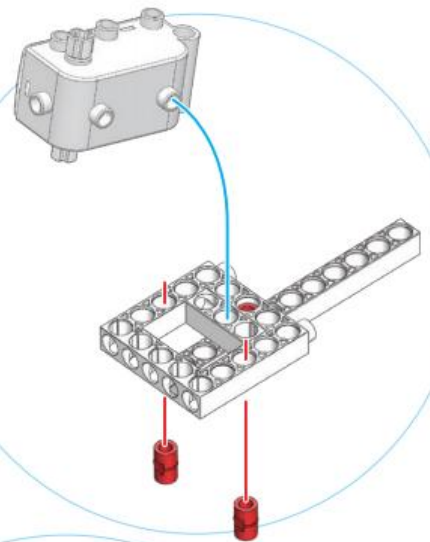
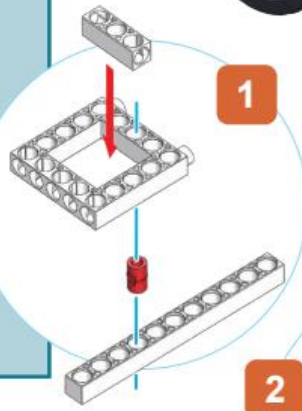




Sports car Model 14

Parts Needed

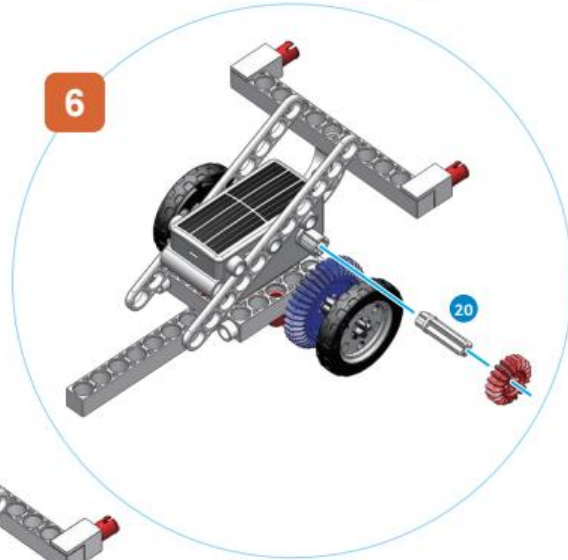
3	4	5	6	7	8	10	14
x2	x11	x2	x2	x3	x1	x4	x1
11	12	13	16	17	20	19	25
x2	x2	x2	x1	x2	x1	x4	x1
21	23						
x2	x1						



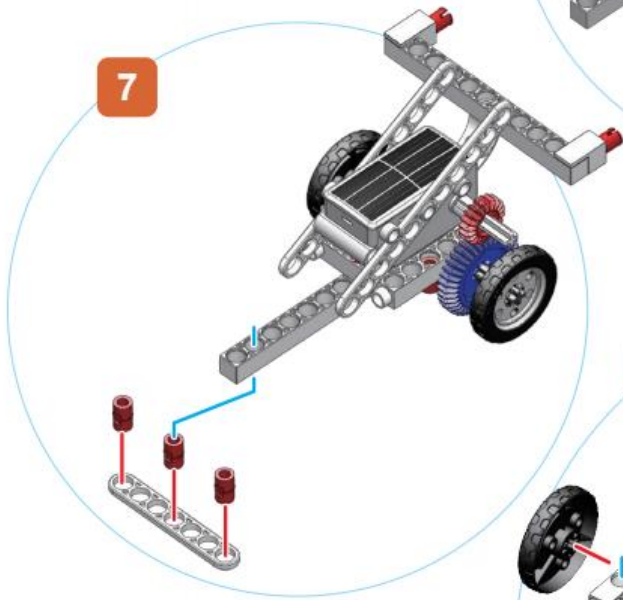


Model 14 Sports car

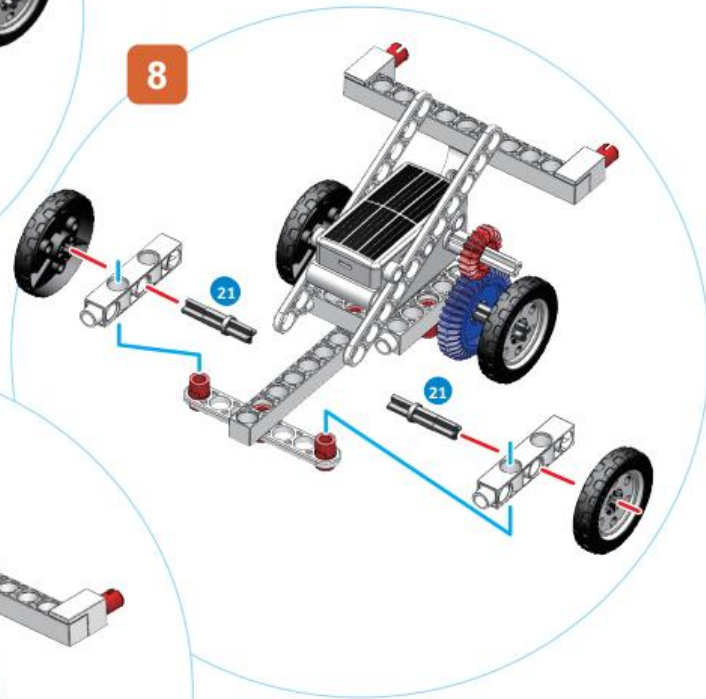
6



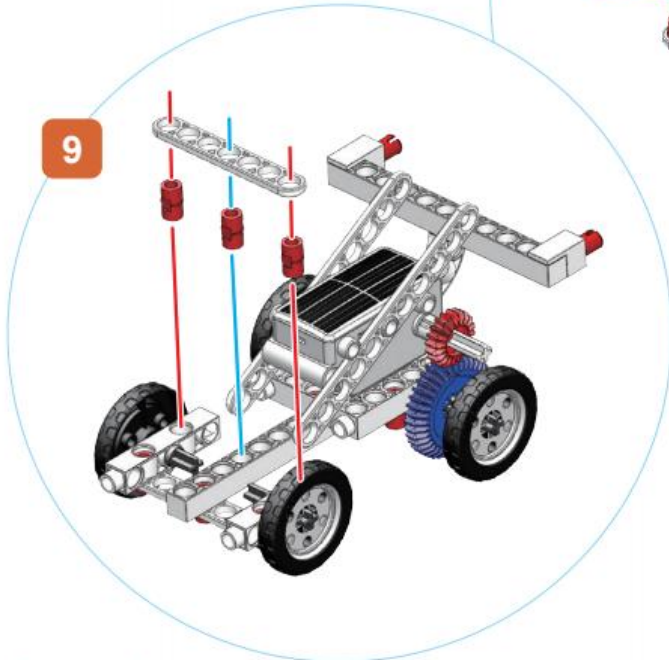
7



8

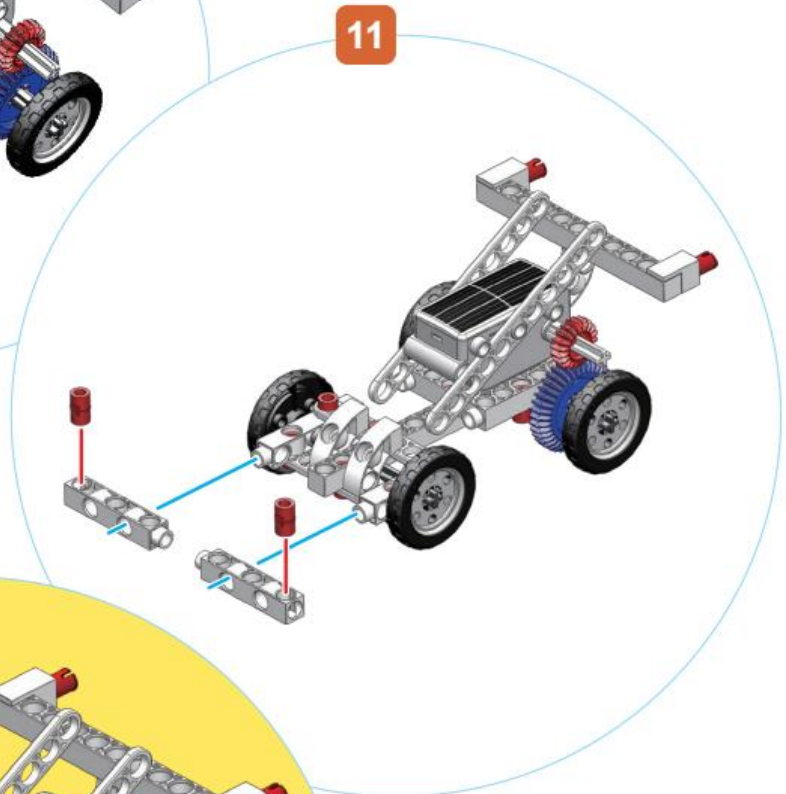
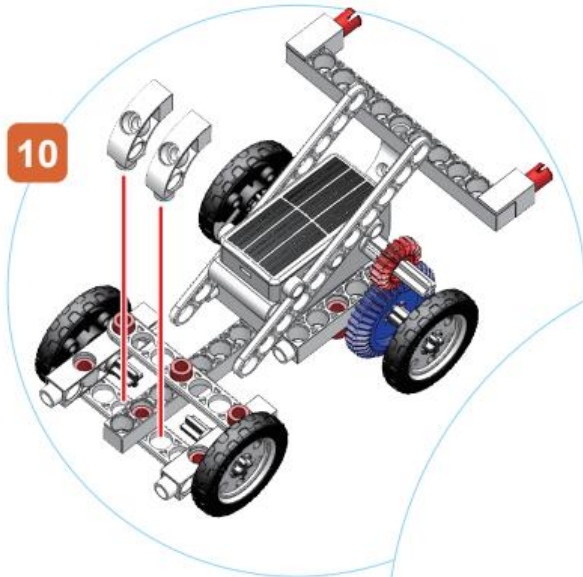


9





Sports car Model 14



The model will run better with a 1 mm gap between the gear and frame.



CHECK IT OUT



SOLAR VEHICLES IN THE REAL WORLD

In solar vehicle design, **weight** and **surface area** are two key factors: the lower the weight, the less power you need to move a vehicle—the greater the surface area, the more solar electricity you can produce. The challenge is that when you add surface area, you usually add weight.

Each year, engineers from around the world compete in the **World Solar Challenge**, a solar-powered car race that covers 1,877 miles from north to south across Australia.



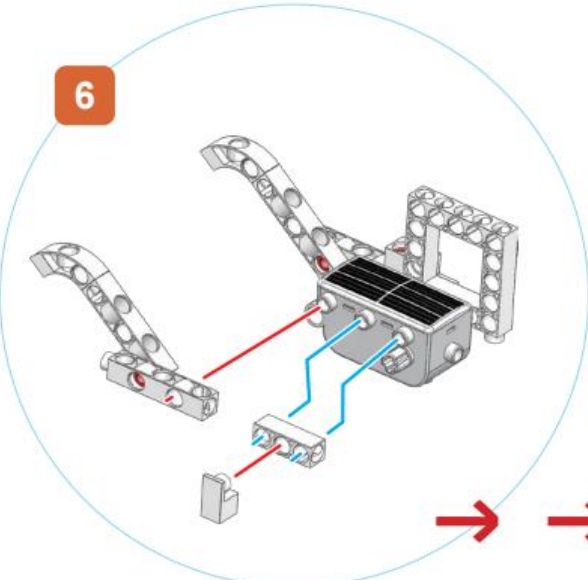
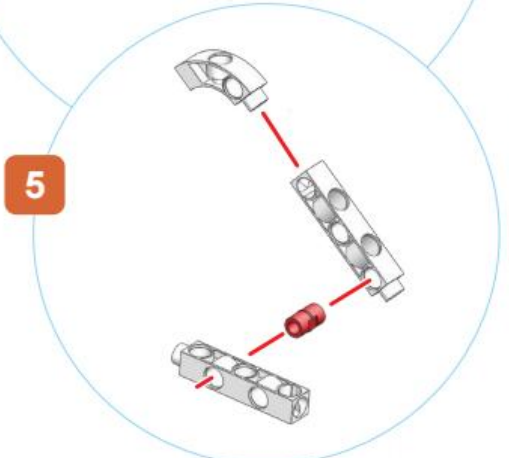
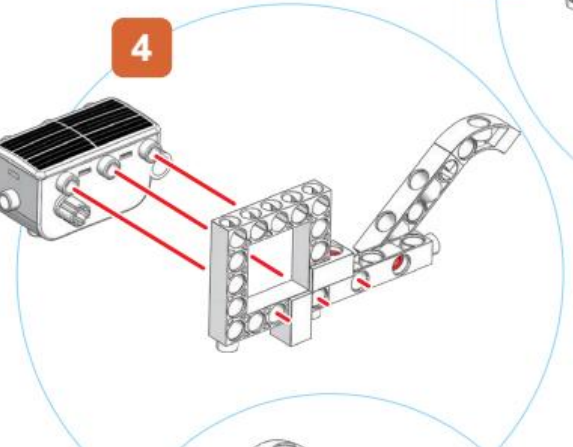
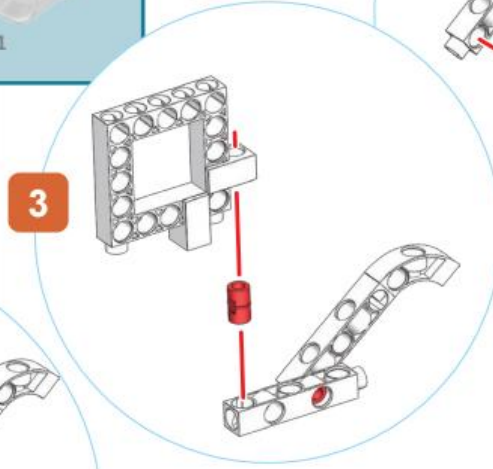
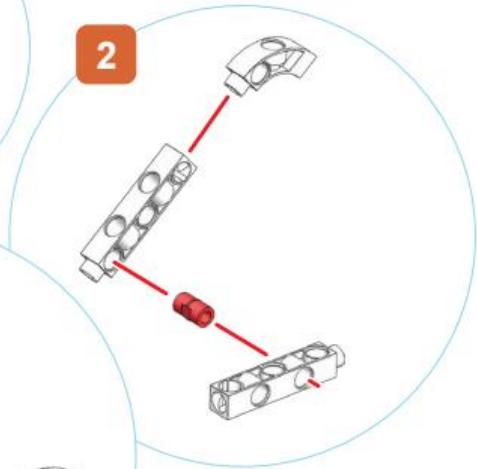
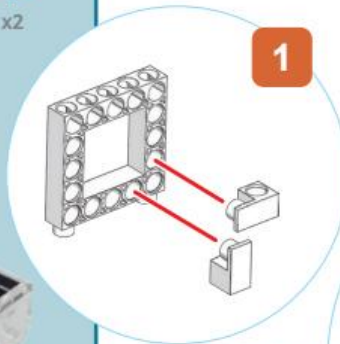
Solar-powered airplanes need huge wings to provide enough surface area to generate electricity sufficient to get the plane off the ground (NASA).



Excavator Model 15

Parts Needed

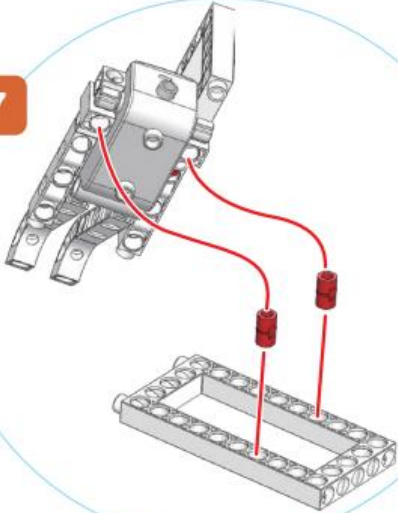
- | | | | | | | | | |
|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| 2
x1 | 3
x2 | 4
x10 | 5
x1 | 6
x2 | 7
x4 | 8
x1 | 9
x2 | 10
x4 |
| 11
x2 | 12
x1 | 13
x2 | 16
x2 | 14
x1 | 15
x1 | 17
x2 | 19
x2 | 25
x1 |
| 21
x2 | 23
x1 | | | | | | | |



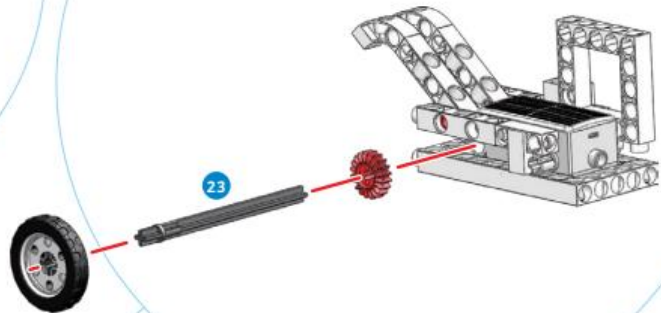


Model 15 Excavator

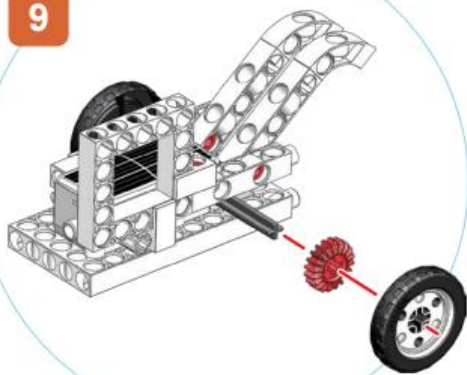
7



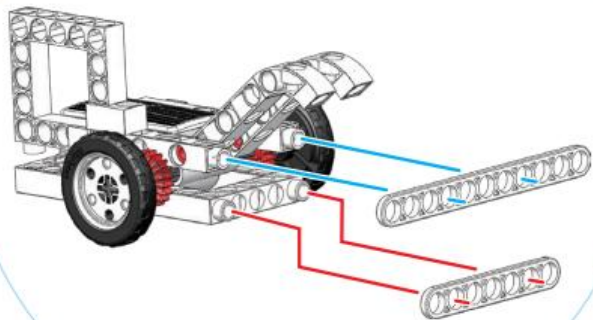
8



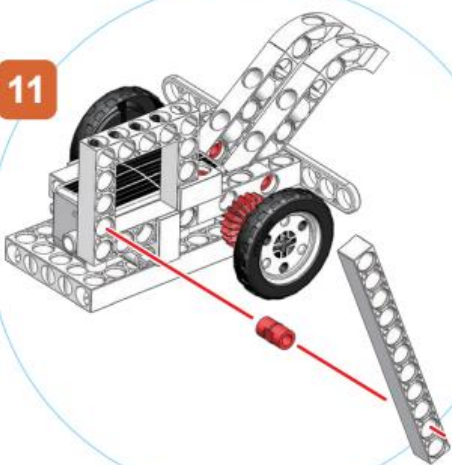
9



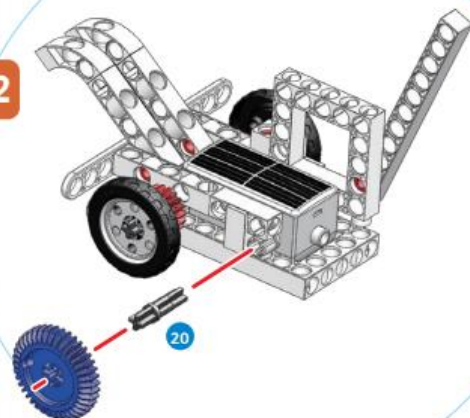
10



11



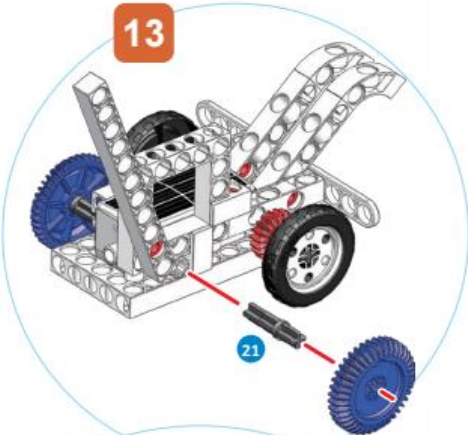
12



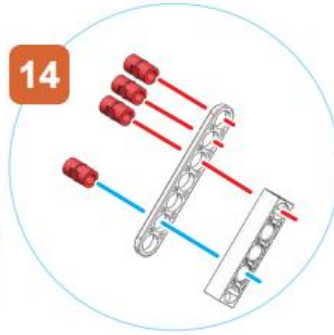


Excavator Model 15

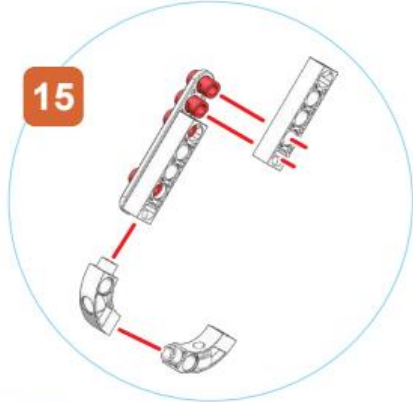
13



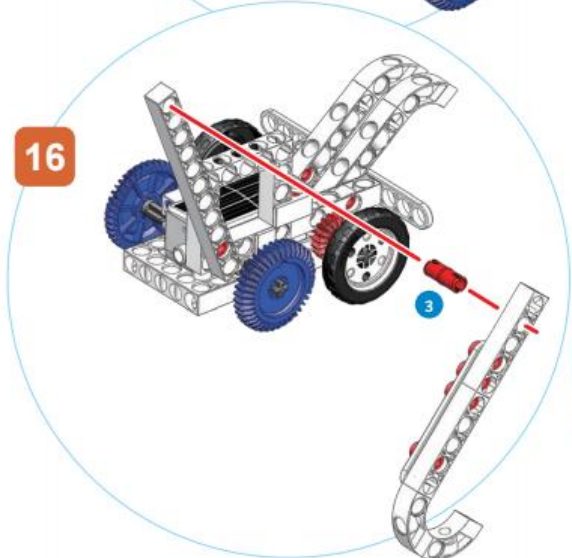
14



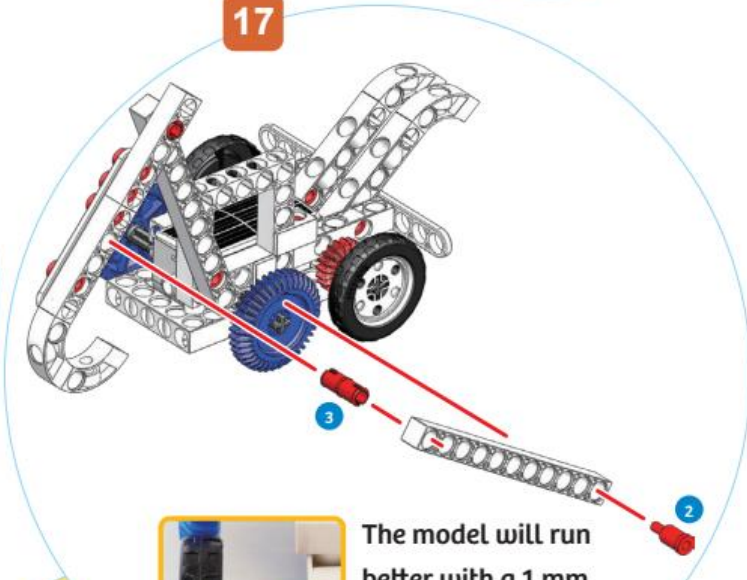
15



16



17



The model will run better with a 1 mm gap between the gear and frame.

18



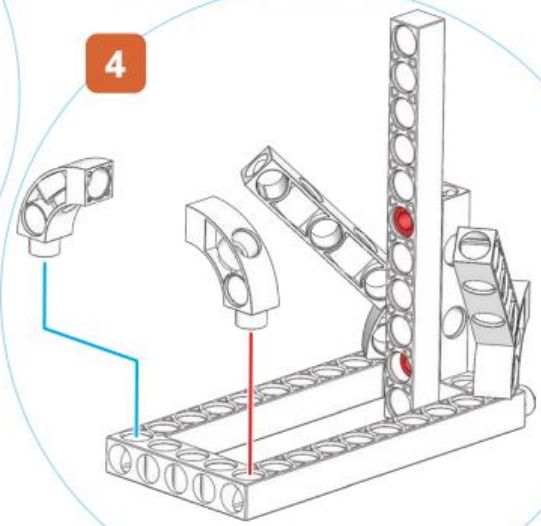
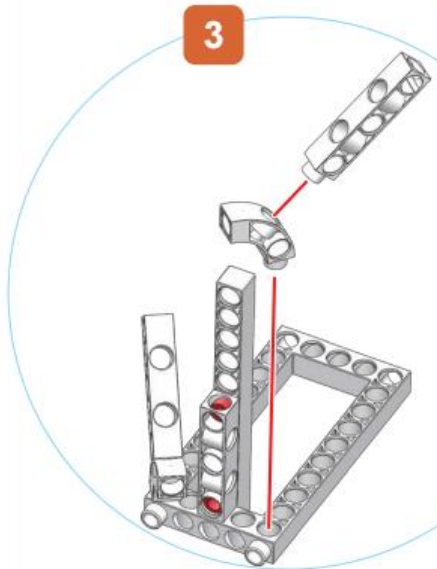
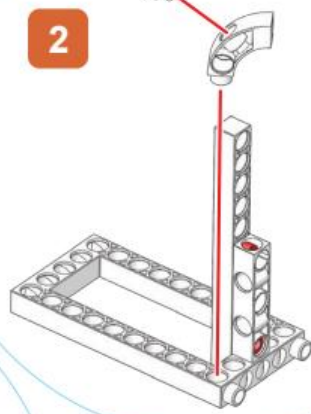
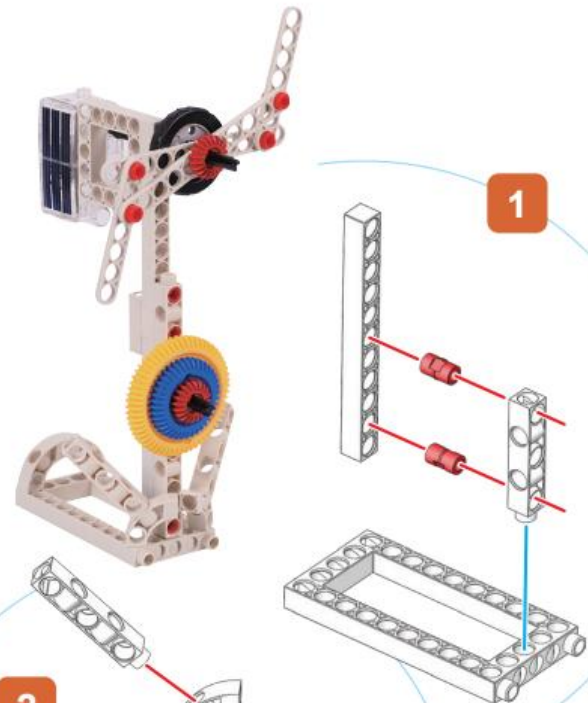
Make sure this axle does not stick out through the gear.



Model 16 Solar fan

Parts Needed

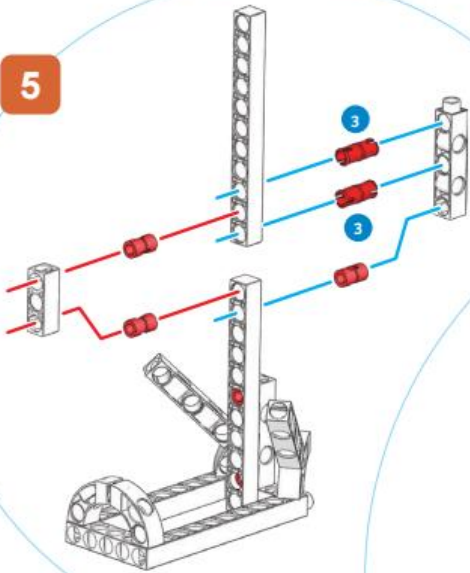
3	4	5	6	7	8	10
x2	x9	x1	x1	x4	x1	x4
11	12	13	16	17	18	19
x2	x2	x2	x2	x1	x1	x1
14	15	17	18	19	22	23
x1	x1	x1	x1	x1	x1	x1
25						
x1	x1					



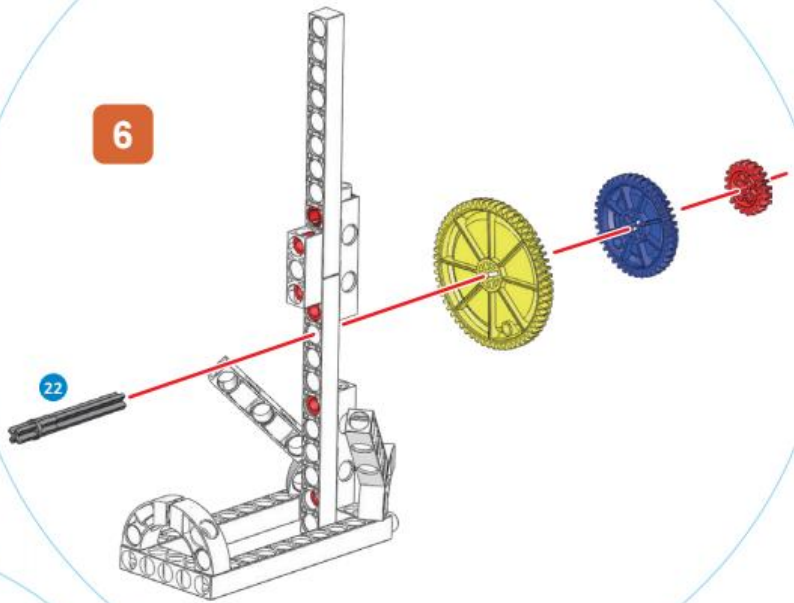


Solar fan Model 16

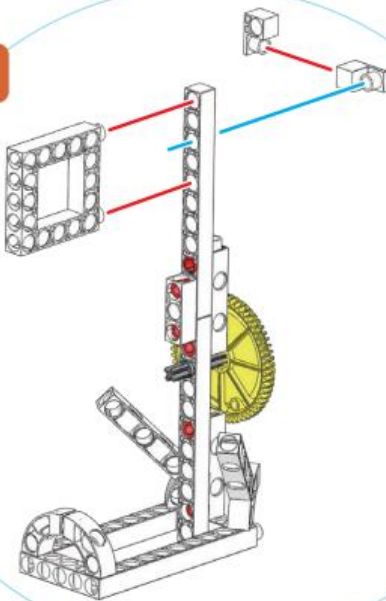
5



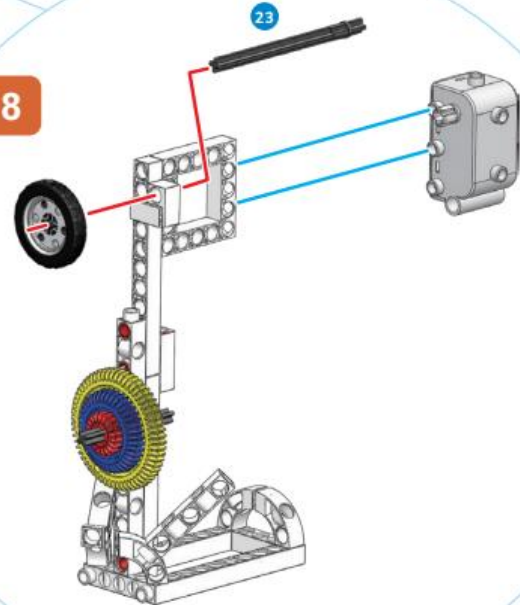
6



7



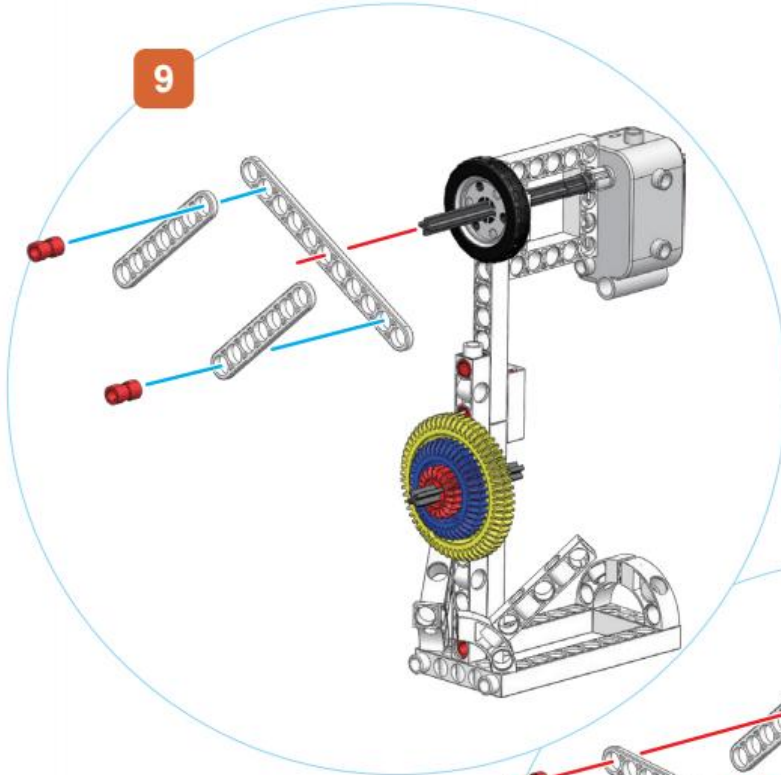
8



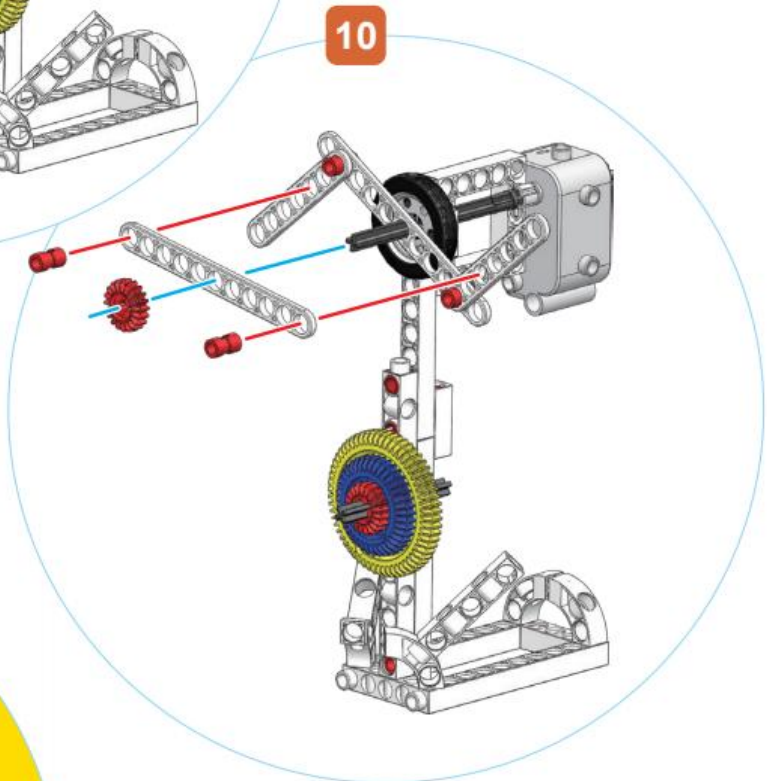


Model 16 Solar fan

9



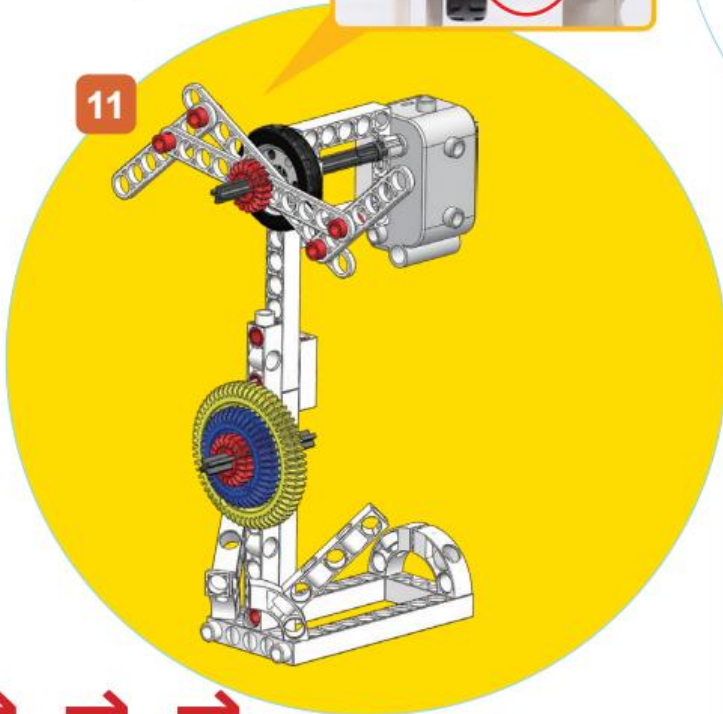
10



Leave a good distance between the wheel and frame.



11





Rotating Plane Model 17

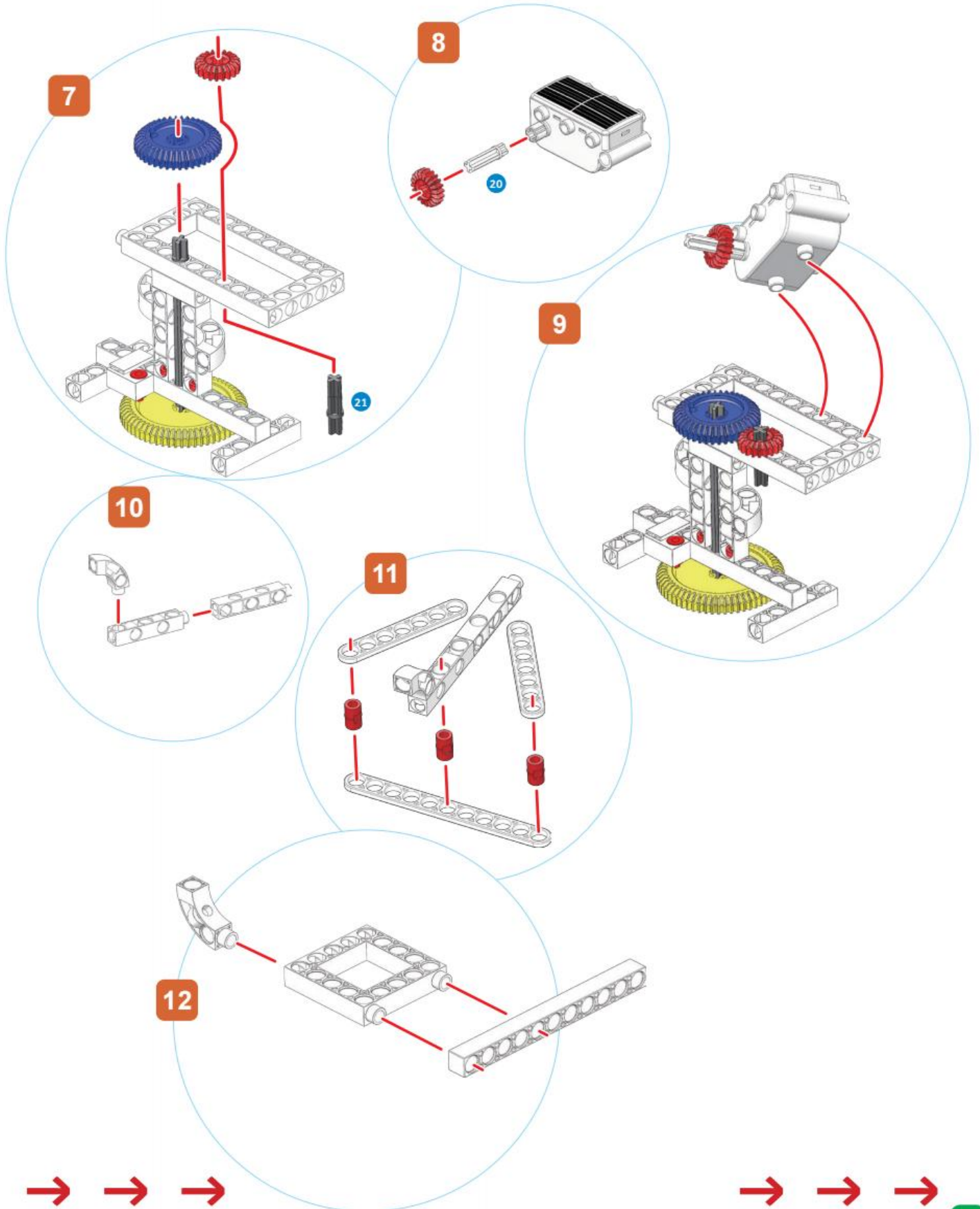
Parts Needed

2	4	5	6	7	8	9	10
x1	x8	x1	x1	x4	x1	x2	x4
11	12	13	16				
x2	x1	x2	x2				
14	15	17	18				
x1	x1	x1	x1				
20	23	25					
x1	x1	x1					
21							
x1							



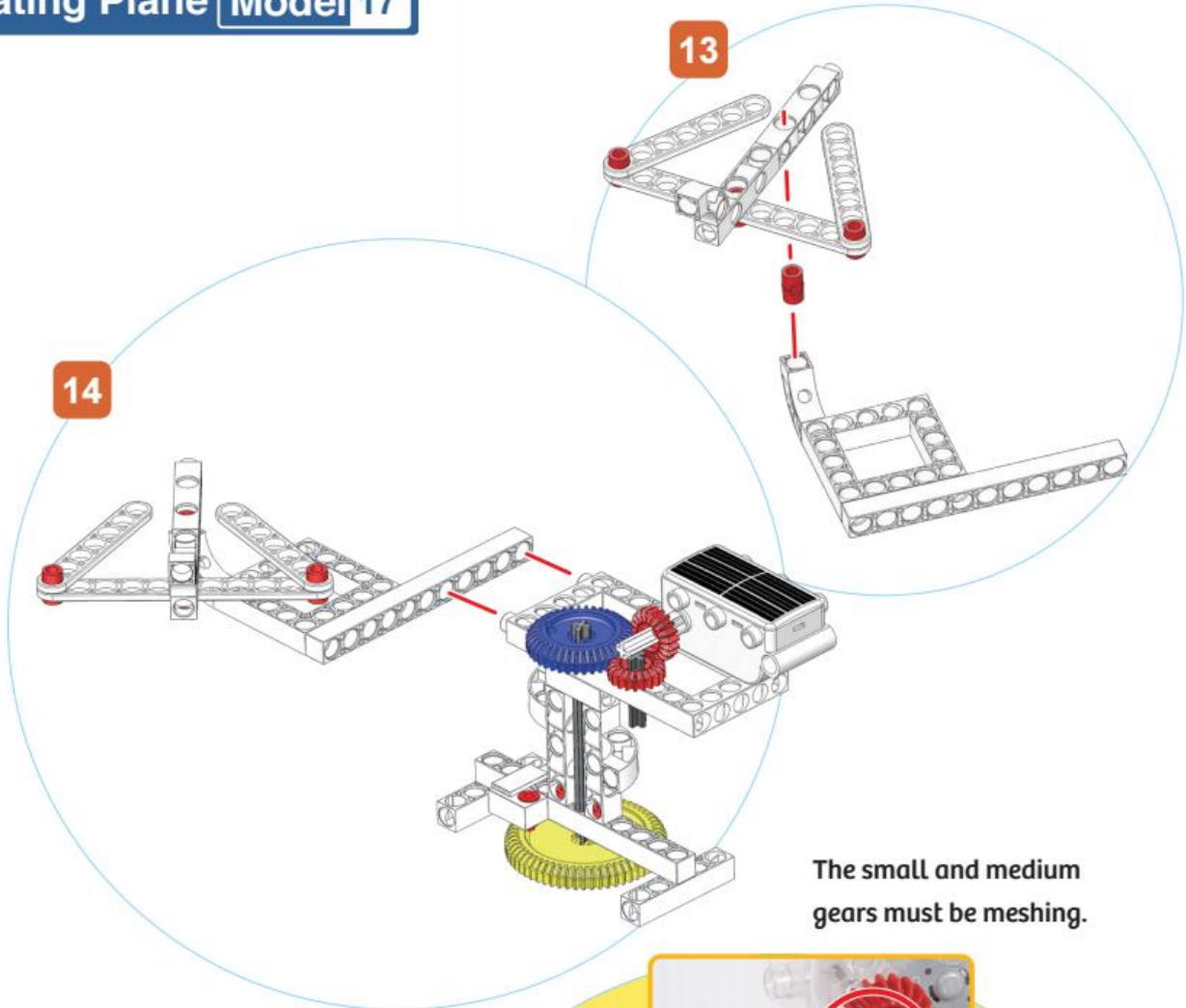


Model 17 Rotating Plane





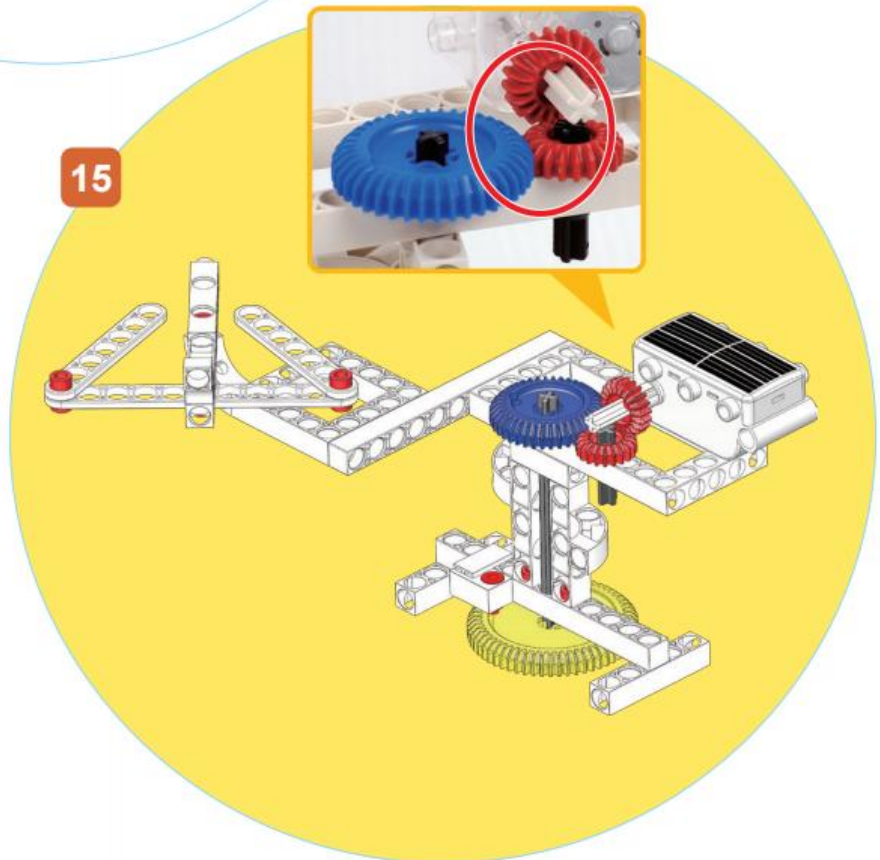
Rotating Plane Model 17



13

14

The small and medium gears must be meshing.



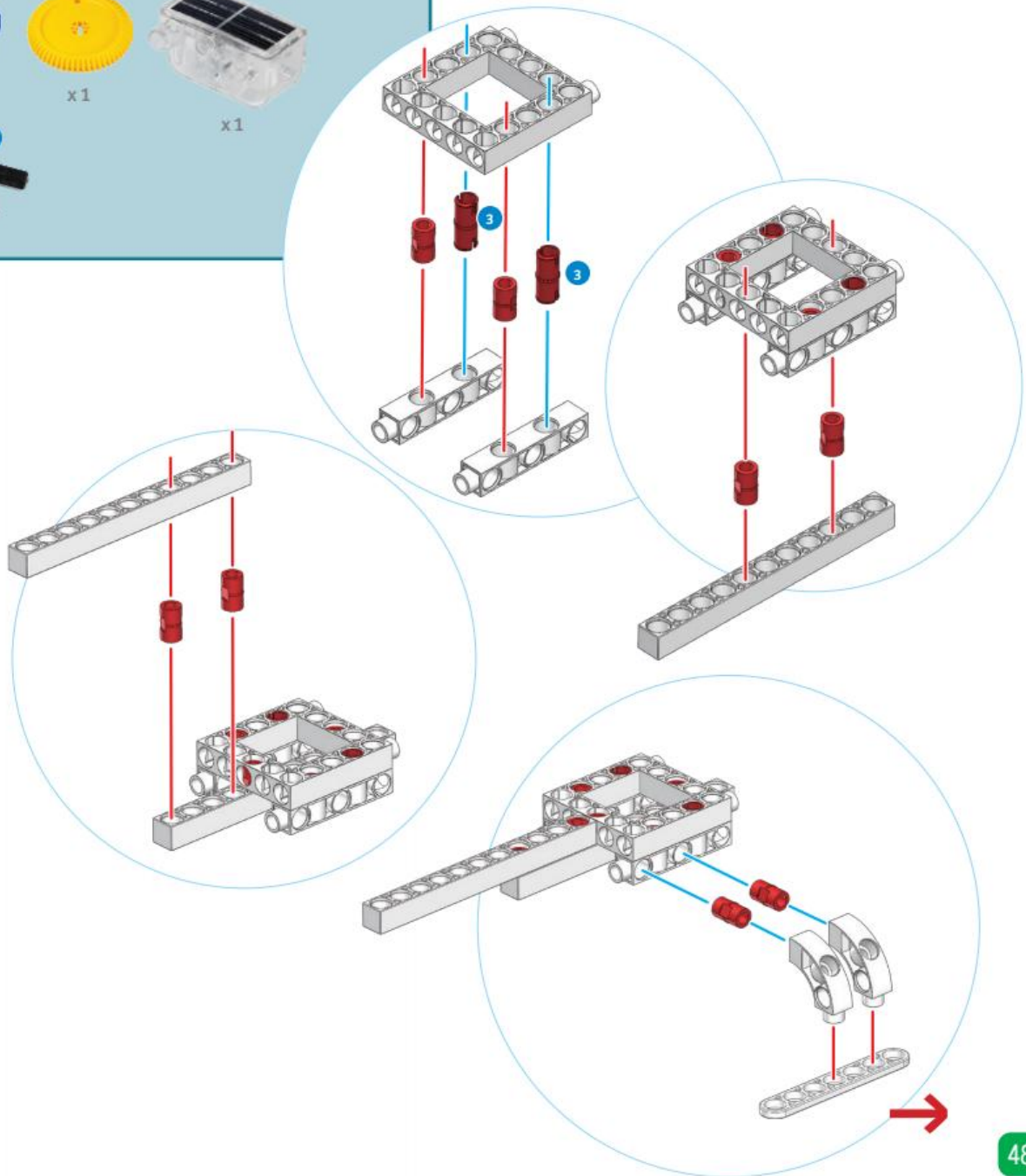
15



Model 18 Helicopter

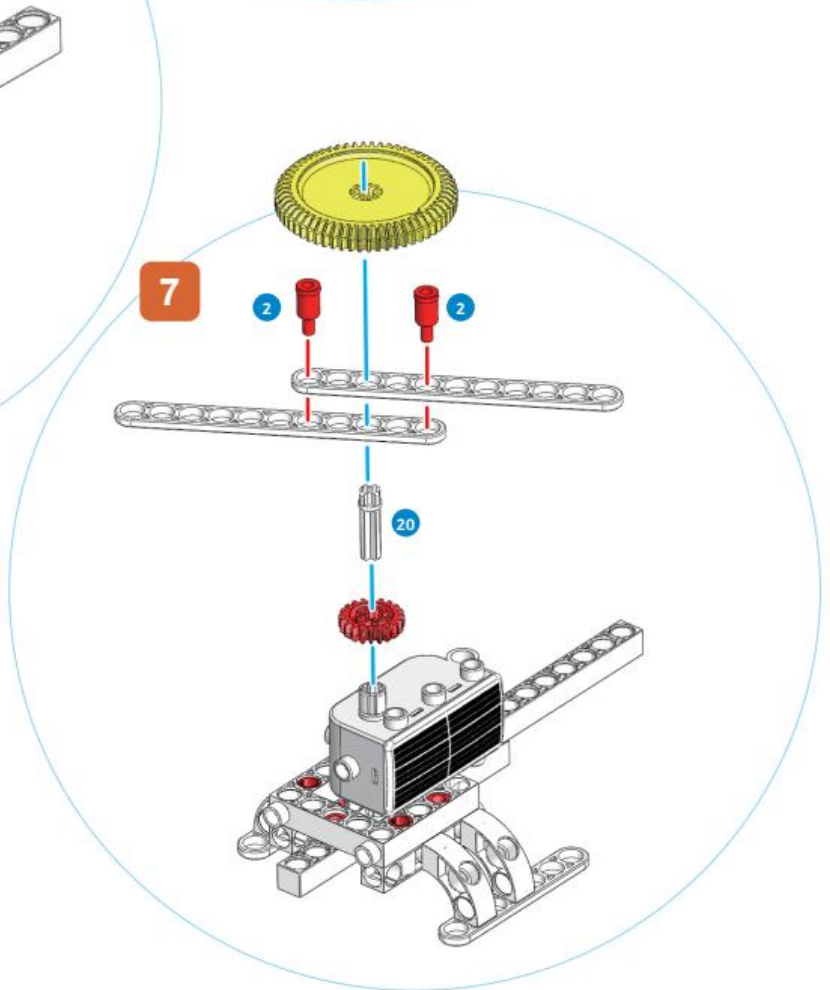
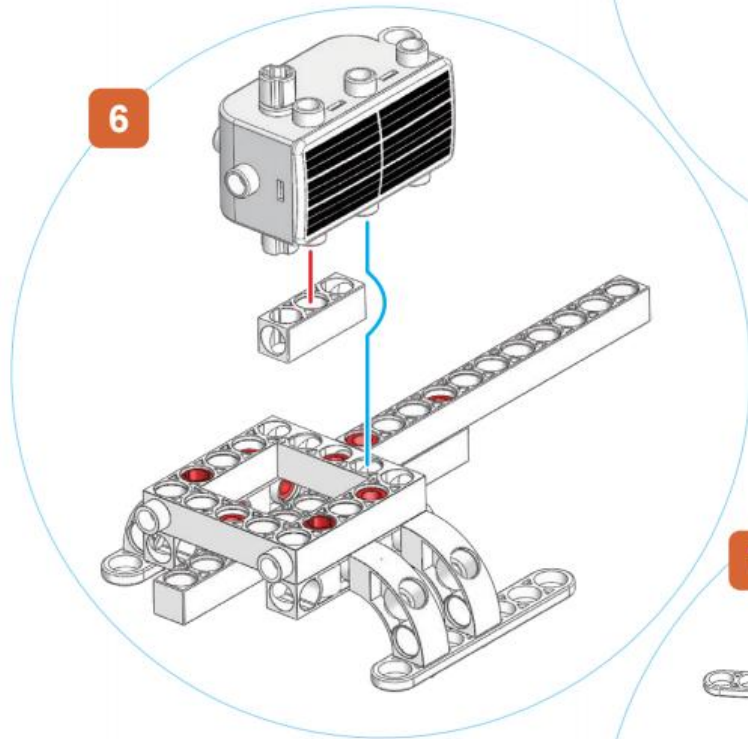
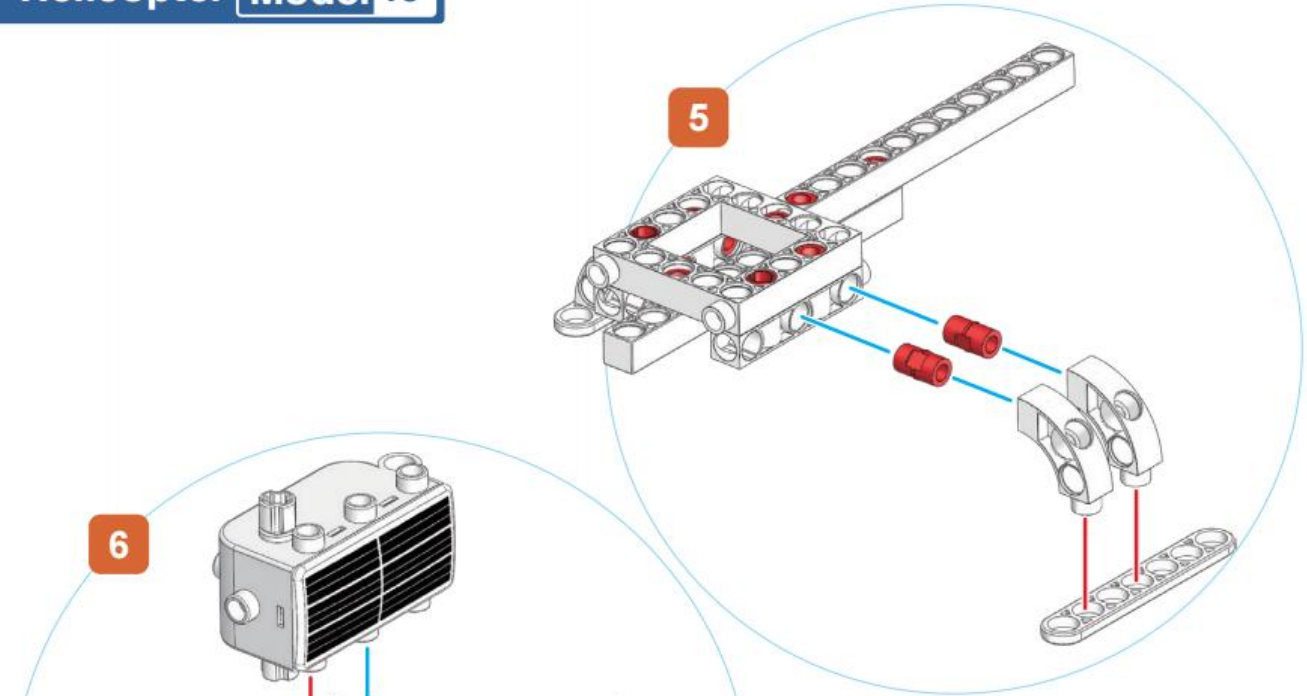
Parts Needed

- 2 x2
- 3 x2
- 4 x10
- 7 x4
- 8 x1
- 10 x3
- 11 x2
- 12 x2
- 13 x2
- 14 x1
- 16 x1
- 17 x1
- 18 x1
- 25 x1
- 20 x1
- 21 x1



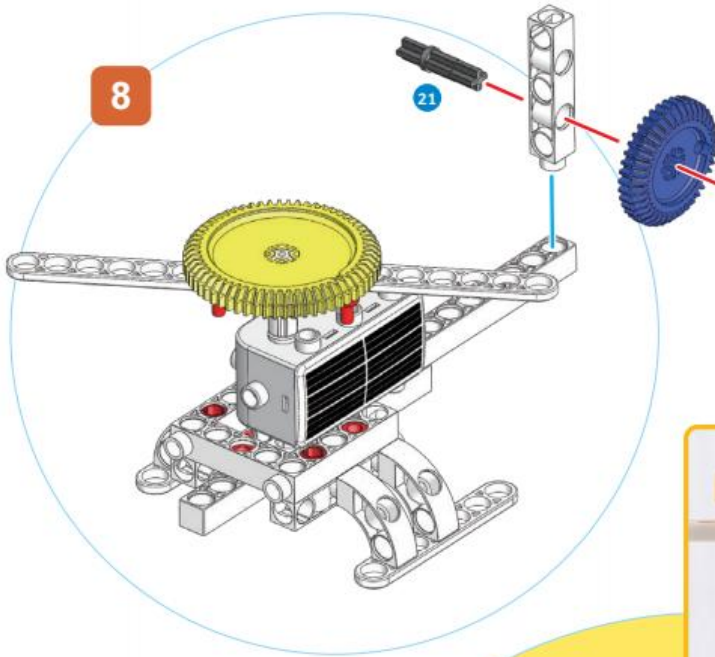


Helicopter Model 18

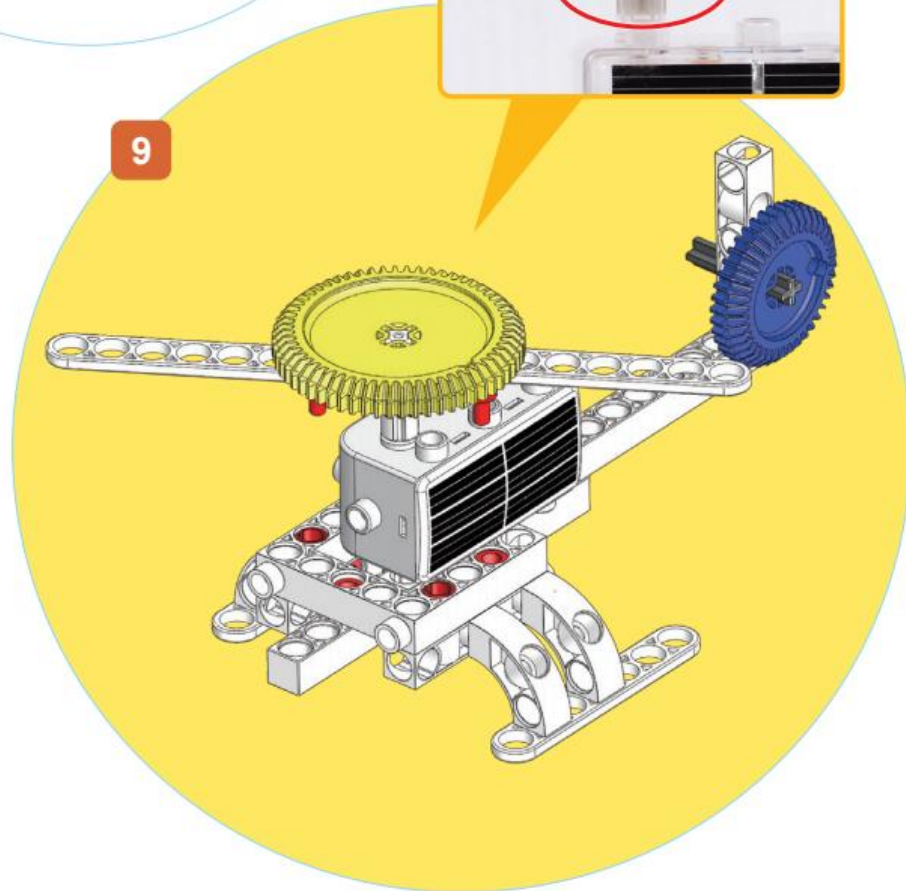




Model 18 Helicopter



Make sure there is a good distance between the small gear and the solar power pack.

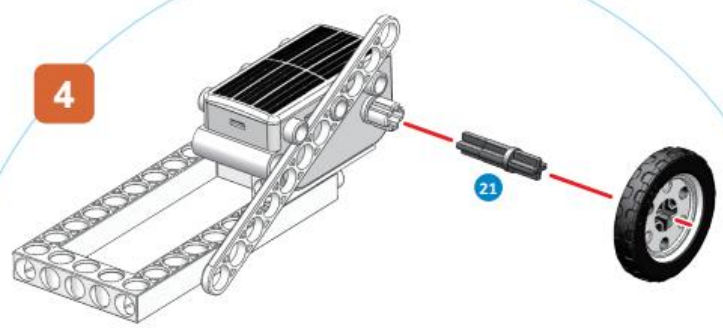
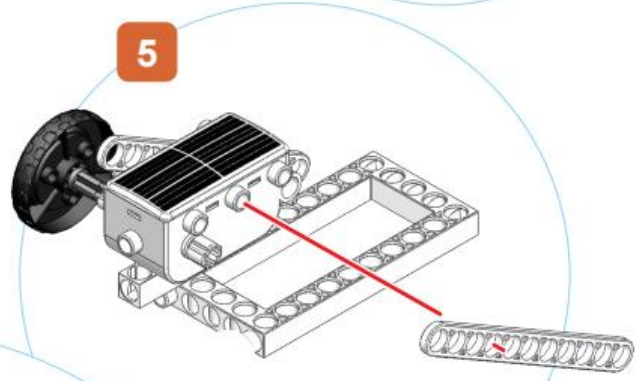
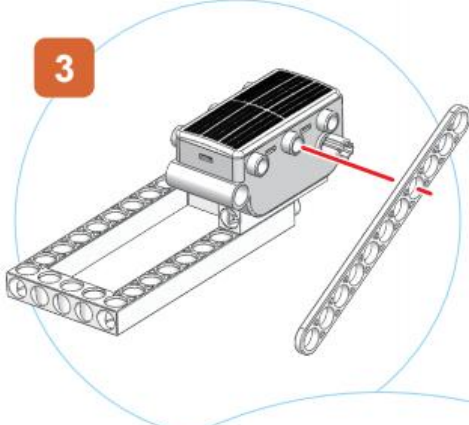
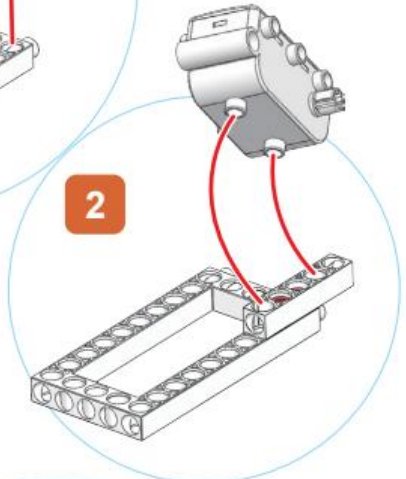
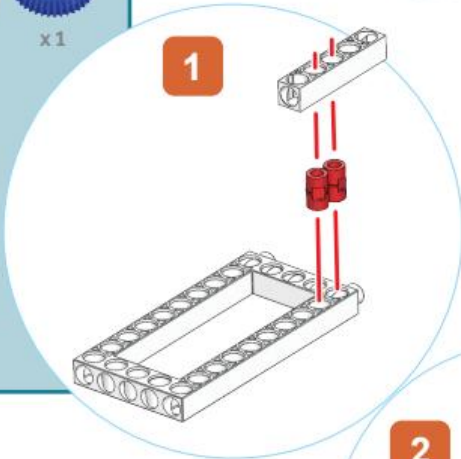




Hammer Machine Model 19

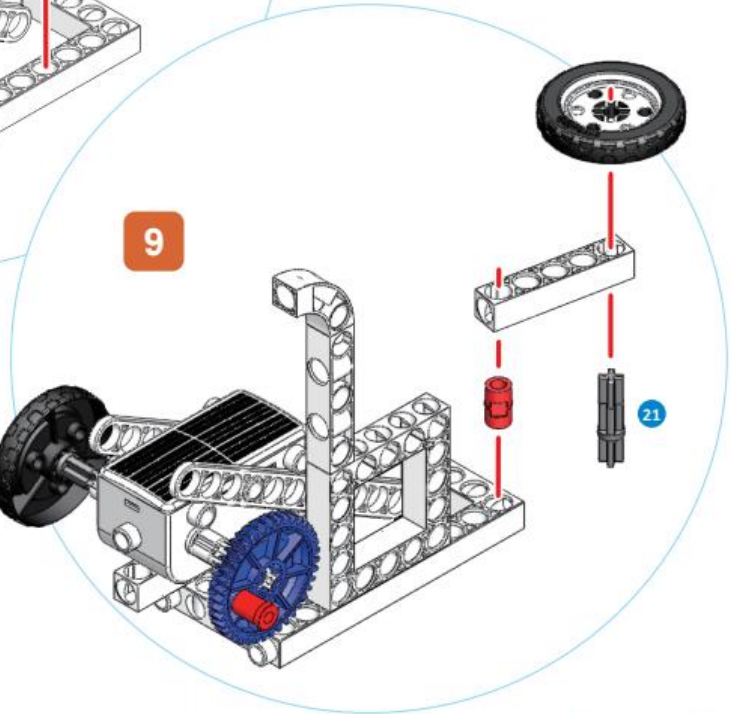
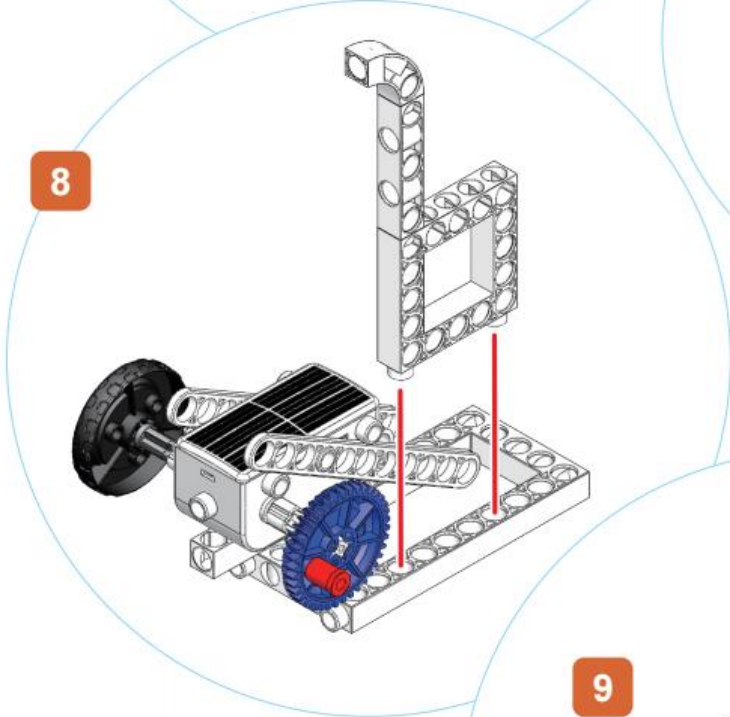
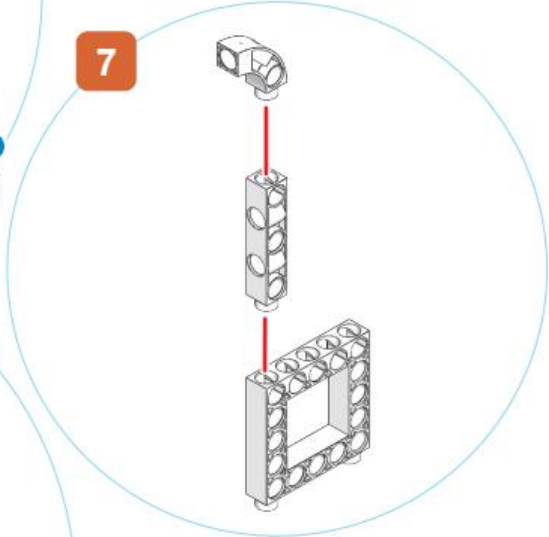
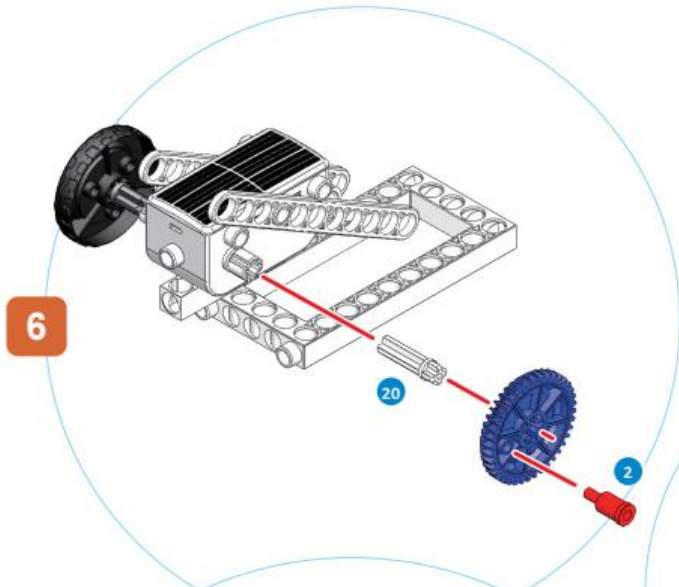
Parts Needed

- 2 x1
- 3 x1
- 4 x6
- 5 x1
- 6 x1
- 7 x1
- 8 x1
- 9 x2
- 10 x2
- 11 x1
- 12 x2
- 13 x1
- 14 x1
- 15 x1
- 17 x1
- 19 x2
- 20 x1
- 21 x2
- 25 x1



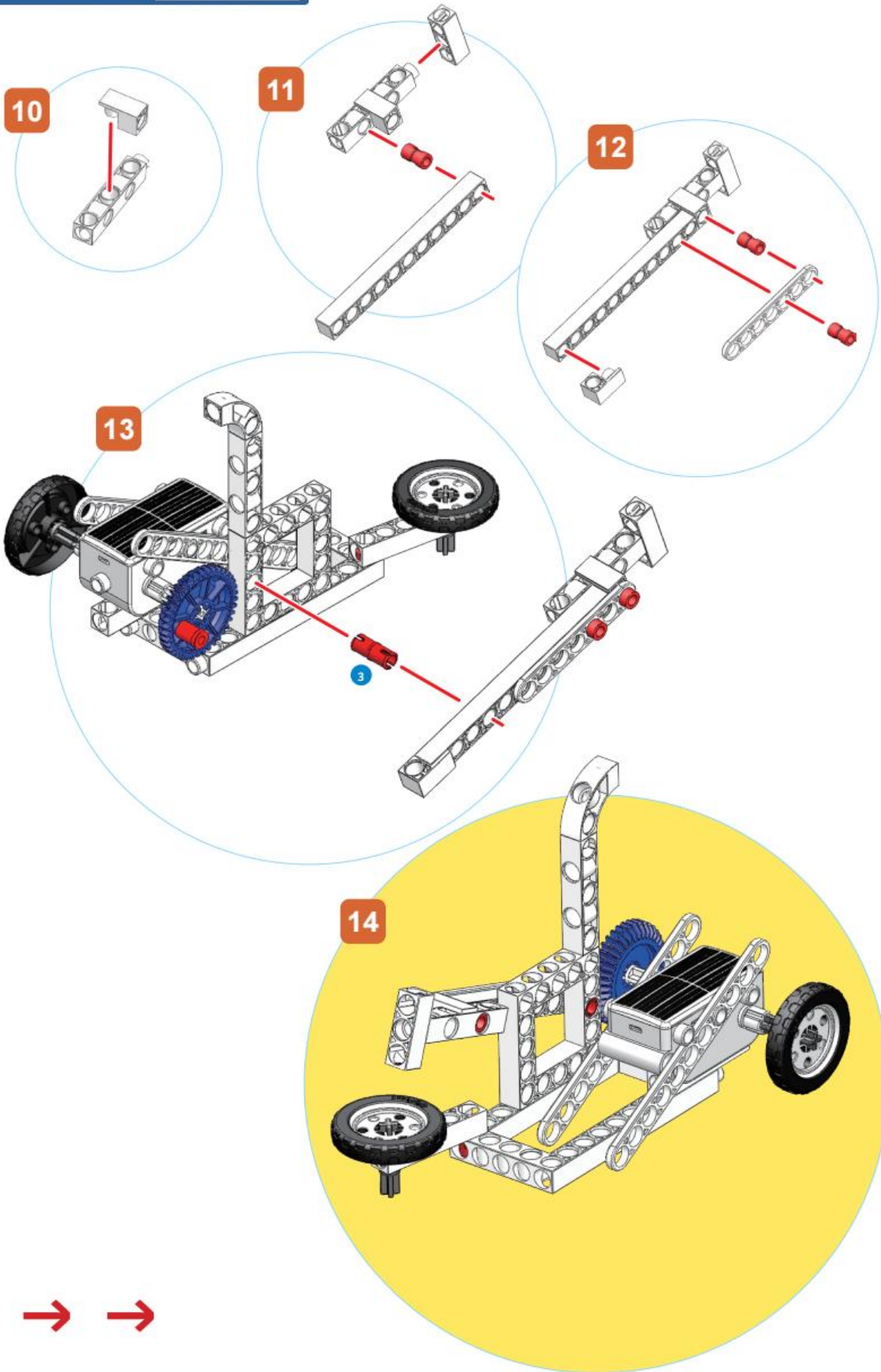


Model 19 Hammer Machine





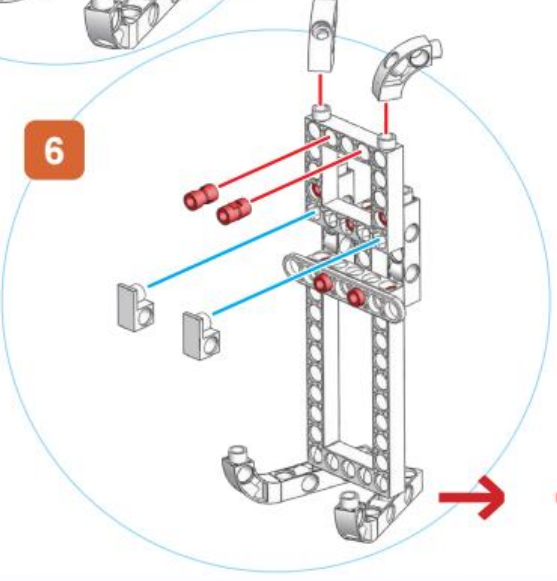
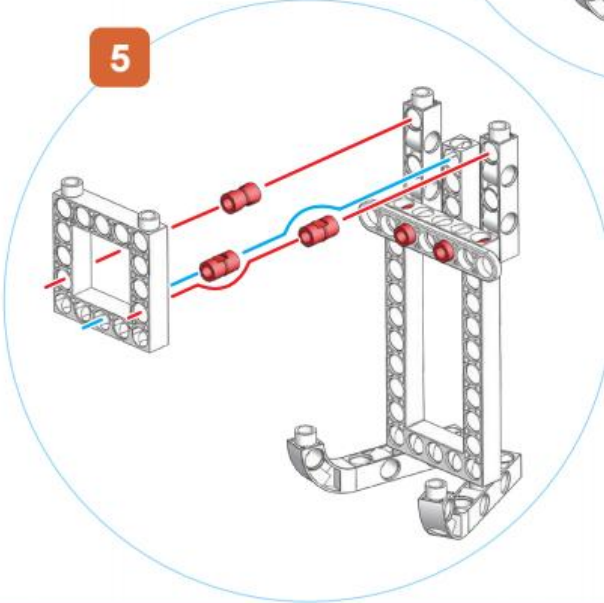
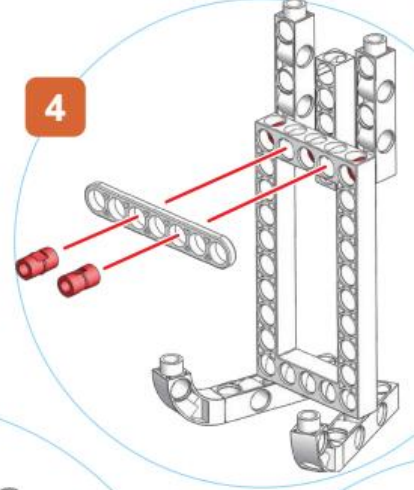
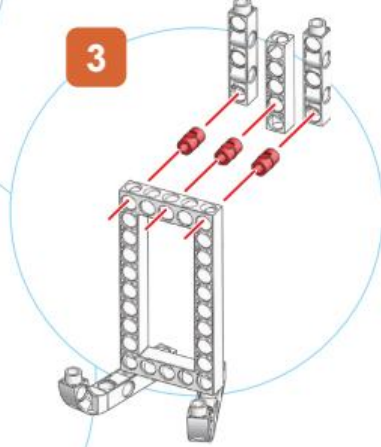
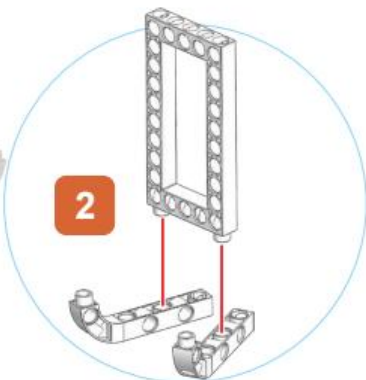
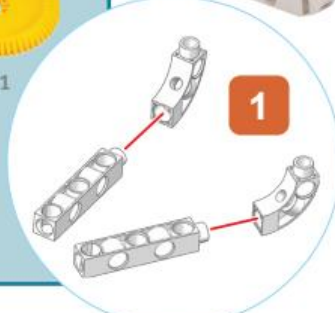
Hammer Machine Model 19



Model 20 Robot Knight

Parts Needed

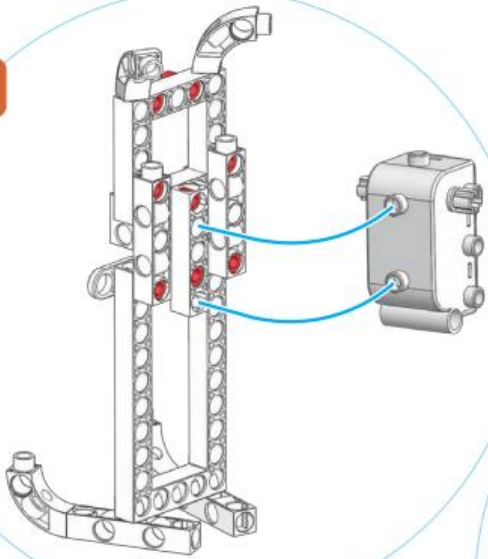
2	3	4	5	6	7	8	9	
x2	x2	x12	x2	x2	x4	x1	x1	
10	11	12	13					
x4	x1	x1	x2					
14	15	16	17	18				
x1	x1	x1	x2	x1				
20	21							
							x1	x2
x1	x2							



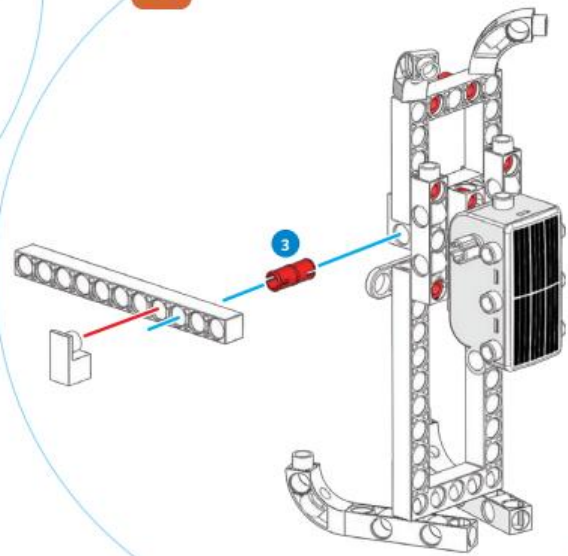


Robot Knight Model 20

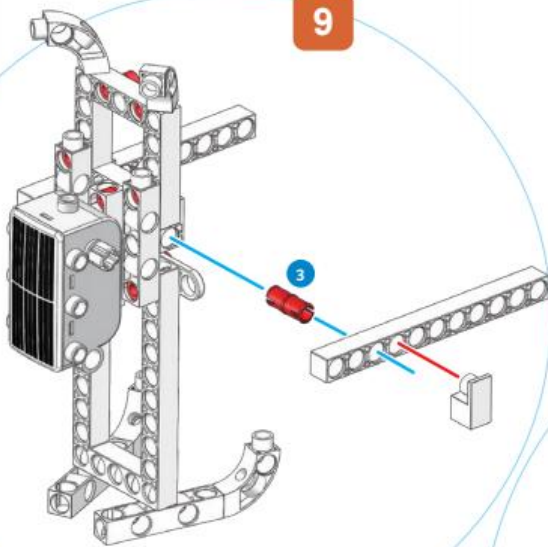
7



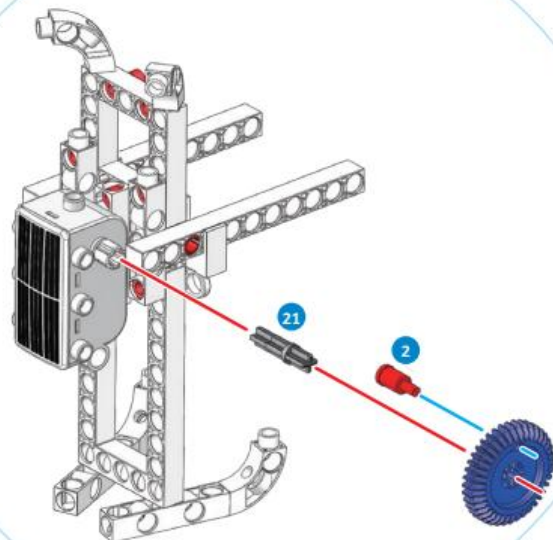
8



9

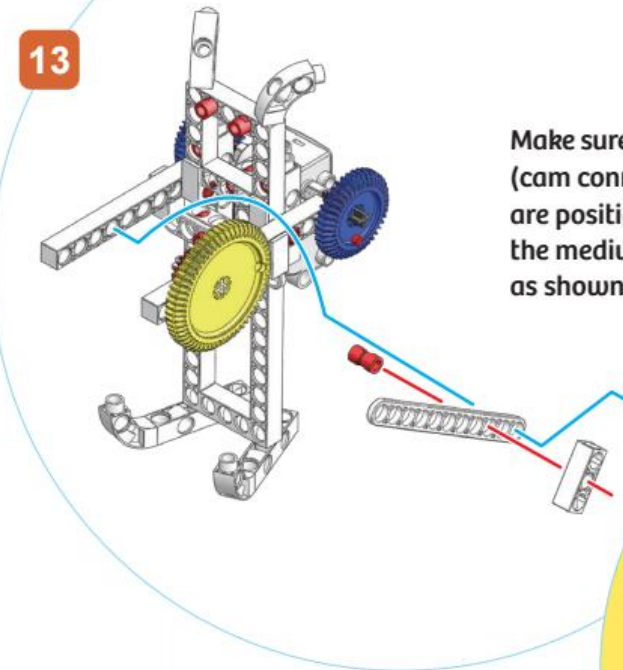
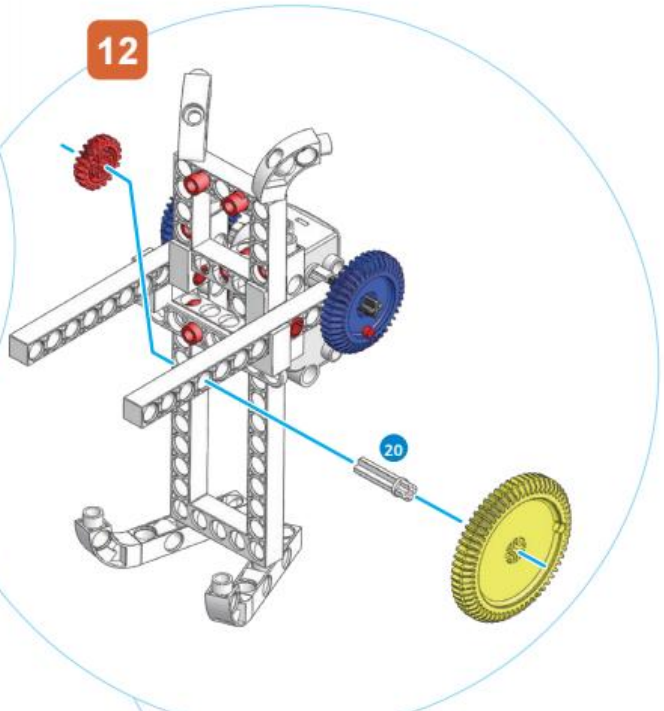
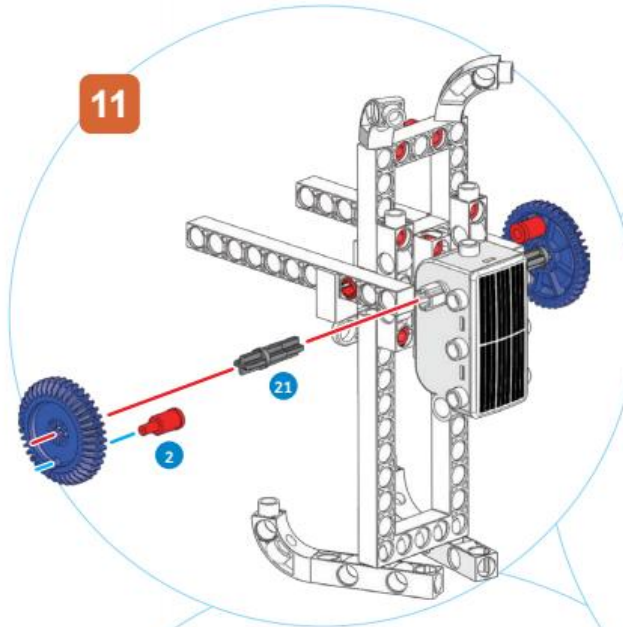


10

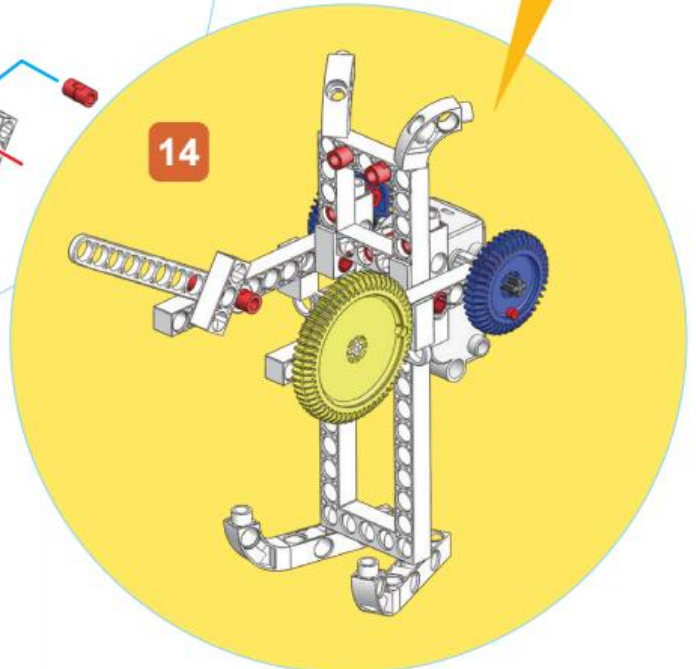




Model 20 Robot Knight



Make sure the cams (cam connector) are positioned in the medium gears as shown.



The most important units of measure in physical science:

The unit of length is the meter (1 m).

→ 1 m = 100 centimeters (cm) = 1,000 millimeters (mm)

→ 1,000 m = 1 kilometer (km)

The unit of volume is the cubic meter (1 m³).

→ 1 m³ corresponds to a cube with sides 1 m in length.

→ 1 m³ = 1,000 liters (L)

→ 1 L = 1 cubic decimeter (dm³) = 1,000 cubic centimeters (cm³) = 1,000 milliliters (ml)

The unit of angle is the degree (°).

→ A complete circle is divided into 360°;

→ A right angle has 90°, a semicircle has 180°.

The unit of time is the second (s).

→ 3,600 s = 60 minutes (min) = 1 hour (h)

The unit of mass is the kilogram (kg).

→ 1 kg = 1,000 grams (g) = 1,000,000 milligrams (mg)

The unit of speed is meters per second (m/s).

→ This unit indicates the distance covered in a certain amount of time, which is also measured in kilometers per hour (km/h).

→ 1 m/s = 3.6 km/h

The unit of force is the newton (N).

→ 1 N is the force needed to accelerate (to make go faster) a mass of

1 kg by 1 m/s in 1 second. The unit of weight (force of gravity) is likewise the newton (N).

→ In everyday life we normally use mass, indicated in kilograms (kg). The force of gravity acting on the mass of 1 kg at Earth's surface equals 9.81 N.



Please browse website

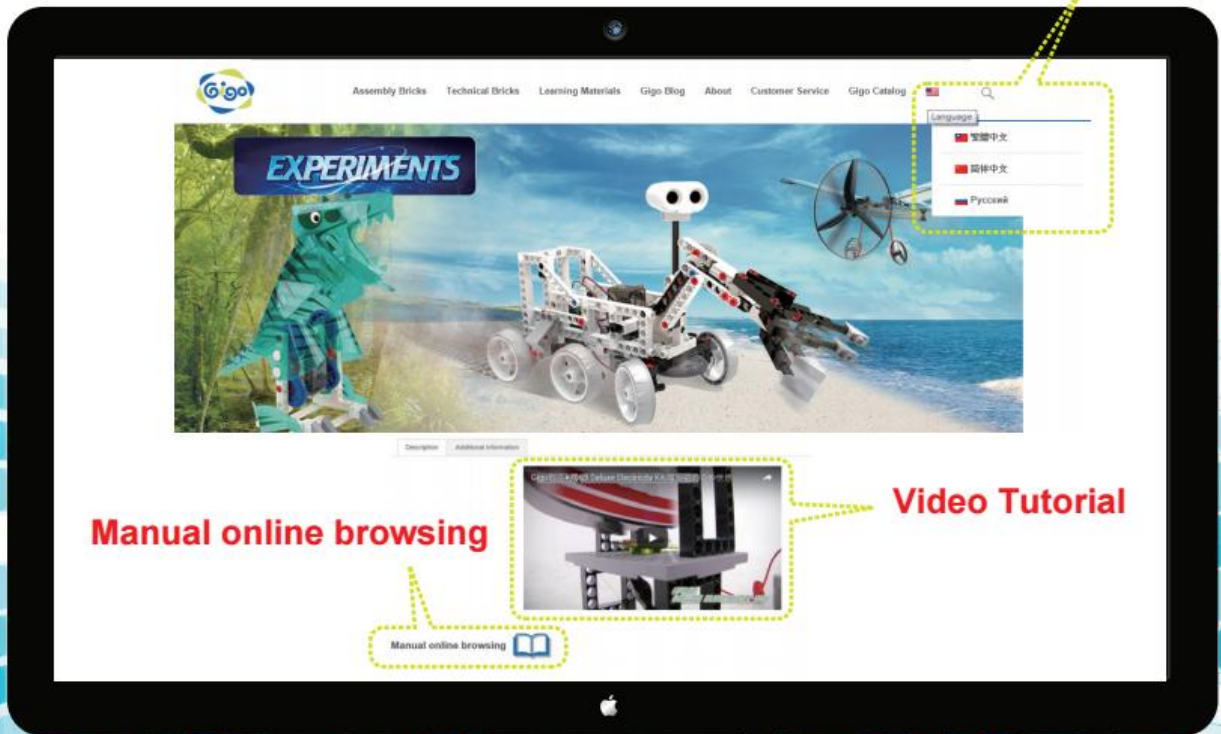


Gigo website



Gigo FB

Multi-Language



Manual online browsing

Video Tutorial

GREEN ENERGY



SOLAR BUGGY
#7399
5 Models to build
37 PCS



WIND TURBINT
#7400
5 Models to build
77 PCS



WIND POWER
#7324
8 Models to build
133 PCS



SUPER WATER POWER
#7375
30 Models to build
176 PCS



WATER POWER
#7323
15 Models to build
165 PCS



WATER POWER MINI
#7389
6 Models to build
60 PCS



MINI GYRO
#7395
20 Models to build
88 PCS



GECKOBOT
#7409
7 Models to build
176 PCS



SMART MACHINES
#7416
8 Models to build
230 PCS



MADE IN TAIWAN

GENIUS TOY TAIWAN CO., LTD.
www.gigotoys.com

© 2016 Genius Toy Taiwan Co., Ltd. All rights reserved R21#7361-2