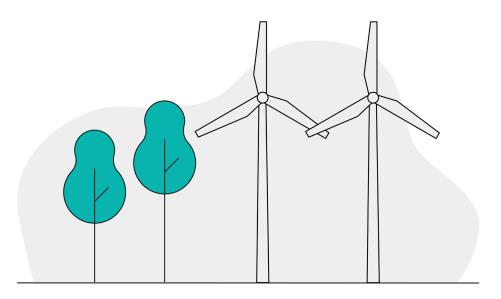




Turbine Windmill Investigation

Create your very own wind turbine. When you have tried the turbine out a few times think of things you could change about the turbine that would affect how fast it goes round. In your group make a list of as many as you can.



∠ Key Stage THREE	战 Age 11-14	Learning wind, making observations, curiosity, science	⁽¹⁾ Time 20 mi		Difficulty EASY
Materials paper, pens, scissors, pin, drinking straw				Teacher Pack	
	en documen s-Royce plc			1	