Enroll in ZSuite Under this Project Name:	TECS-ELECTRICITY-Lv 2: Investigating Electricity
Approved for 2024-25 Project Year	

Project Description: Youth build circuits and test voltages, build a rocket launcher, and build a burglar alarm as they practice decision-making and communication. This curriculum is designed for youth who have already completed the Magic of Electricity project.

REQUIRED YOUTH CURRICULUM
Electric 2: Investigating Electricity (#06849), 2002
ZSuite 4-H Involvement Report
ZSuite 4-H Project Record Book

REQUIRED VOLUNTEER CLUB LEADER CURRICULUM
Electric Group Helpers Guide (#06852), 2002

SUPPLEMENTAL RESOURCES
none

PROJECT COMPLETION CHECKLIST

STATE REQUIREMENTS
Complete at least 3 required activities and 4 optional activities from your Investigating Electricity project manual each year.
Complete at least 21 total required and optional activities in three years or less to complete this achievement program.
Participation in at least two Leadership experiences a year.
Complete the 4-H Project Record Book for this project in your ZSuite Member Account
Fill out your 4-H Involvement Report in your ZSuite Member Account
Give an oral presentation (speech, demonstration, or illustrated talk) to your 4-H peers on a topic related to this project. Recommended guidelines for length of oral presentations are: • Junior: 5-8 minutes • Intermediate: 8-10 minutes • Senior: 10-12 minutes

ADDITIONAL LOCAL REQUIREMENTS

FAIR EXHIBIT CHECKLIST
Completed Idaho 4-H Involvement Report (ZSuite)
Completed Idaho 4-H Project Record Book for this project (ZSuite)
Member Guide (this is a 3 year project make a delineation of what items are completed each year)

ONE of the following exhibit options:
• A poster (14"x22") or display illustrating something you learned in this project this year.
• A scrapbook of pictures of a Leadership activity or circuits made or being tested.
• One of the following items (each year it should be a different item):
    ○ Homemade Flashlight
    ○ Simple Switch
    ○ Circuit with two batteries and one light bulb
    ○ Compass
    ○ Electromagnet
    ○ Galvanometer
    ○ Electric Motor

Note: Exhibits must utilize only skills, tools, and techniques taught in this project book.