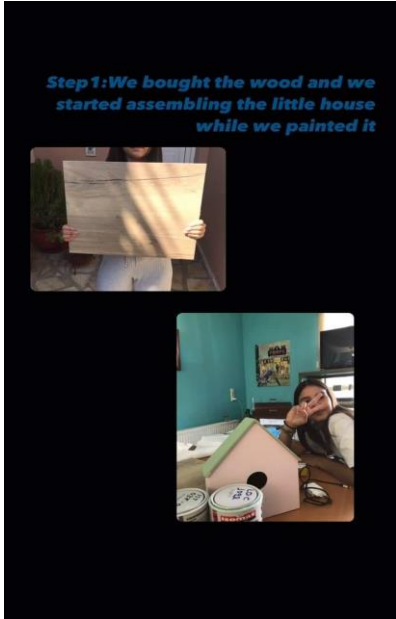

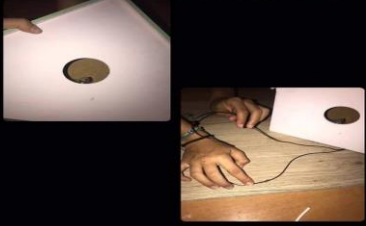
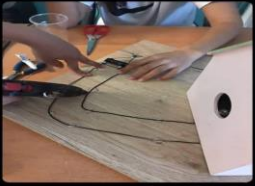




Subject:	Engineering
Country:	Greece
Title:	Solar house (energy conversion)
Age:	>12
Duration:	6 hours
Objective:	<ul style="list-style-type: none"> - gaining knowledge on STEAM subjects - applying science on everyday subjects - creating a construction - using artistic skills -learning how to cooperate
Equipment:	<p>To make a solar house students had the chance to use any material they wanted. So, they used:</p> <ul style="list-style-type: none"> • A piece of cardboard or wood • Glue, pencils, colours • A lamp, pieces of wire, solar panel • Materials to decorate their construction
Description:	<p>The solar house can be realized with the use of different materials. Students decided about it. They also decided about the shape and dimensions of their construction. Some students couldn't find a solar panel and made a construction with a battery.</p> <p>Below there is the procedure they followed:</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p><i>Step 1: We bought the wood and we started assembling the little house while we painted it</i></p>  </div> <div style="text-align: center;"> <p><i>Step 2: we gathered all the materials we would need and started the construction</i></p>  </div> </div>

	<p>Step3:we glued the lamp to the house since we first connected it to the battery cable</p> 	<p>Step4:We make sure that what we have created works and we glue the wires to the wooden base</p> 
<p>Comments:</p>	<p>Step5:we decorate the imperfections to have a more beautiful result</p> 	<p>Step6: this is how we did our excellent work, with a lot of love. This work was done exclusively by us 4 students Zoe, Stella, Eleni, Dimitra</p> 
	<p>The purpose of the creation was to learn how we can use solar energy, which is renewable energy source, and prevent environmental pollution. Through this work, students developed their creativity, and their engineering abilities.</p>	