Name	Date
CONCEPTUAL INTEGRATED SCIENCE	Activity
Electricity and Magnetism: Conductors and Insulators Charging Ahead	
Purpose In this activity, you will observe the effects and behavior of static e	electricity.
Required Equipment and Supplies two new balloons Van de Graaff generator several pie tins (small) several Styrofoam bowls bubble-making materials (solution and wand) matches	
Discussion Scuff your feet across a rug and reach for a doorknob and zap—el The electrical charge that makes up the spark can be several thous which is why technicians have to be so careful when working with such as those in computer chips!	sand volts,
Procedure Step 1: Blow up a balloon. After stroking it against your hair, plac small pieces of Styrofoam or puffed rice. Then place the balloon as where it will "stick," as shown to the right. On the drawing, sketce ment of some sample charges on the balloon and on the wall.	gainst the wall
Step 2: Blow up a second balloon. Rub both balloons against your other?	r hair. Do they attract or repel each
Step 3: Stack several pie tins on the dome of the Van de Graaff ger What happens and why?	nerator. Turn the generator on.
Step 4: Turn the generator off and discharge it with the discharge ball Stack several Styrofoam bowls in the generator and turn the generator	

Step 5: With the Van de Graaff generator off and discharged, blow some bubbles toward it. Obset the behavior of the bubbles. Then turn the generator on and blow bubbles toward it again. Watch carefully. What happens?	
Step 6: Stand on an isolation stand (or rubber mat) next to a discharged Van de Graaff generator. Place one hand on the conducting sphere on top of the generator and have your partner switch on the generator motor. Shake your head as the generator charges up. What do you experience?	
Summing Up Which of the demonstrations in this activity are better explained by the principle that like charges repel and opposites attract? Which are better explained in terms of the differences between conducted in the sulators?	
Going Further Light a wooden match and move it near a charged sphere on top of the generator. What happens why?	and