

## TINY DANCER

## FOR GRADE LEVELS 6TH & 8TH

# Enter the STEAM FUSION Virtual Library Guide for Educators!

#### ozartsnashville.org/steam-fusion

Join OZ Arts Teaching Artists in series of short, handson activities accessible online. Dive into poetry, visual art, music, and dance through a unique STEAM lens designed for 21st century exploration of creativity and expression.

### DESCRIPTION

With nothing more than wire, magnets, and a single battery, create a closed circuit that turns potential energy into kinetic energy and watch your tiny dancer spin round and round.

#### DISCUSSION

- What did you have to try and adjust before your tiny dancer could freely spin? If you faced a problem or obstacle, how did you determine the solution?
- How does symmetry of your wire shape contribute to its ability to spin?

## SAMPLE TN STANDARDS

#### Science

8.PS2.1-Design and conduct investigations depicting the relationship between magnetism and electricity in electromagnets, generators, and electrical motors, emphasizing the factors that increase or diminish the electric current and the magnetic field strength.

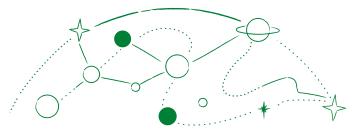
#### **Fine Arts**

**Foundation P2-**Develop and refine artistic techniques and work for performance.

Foundation Cr3-Refine and complete artistic work..

#### MATERIALS

- AA Battery
- Neodymium magnets
- 3-in-1 tool
- Copper wire
- Optional: paper, glue, or cardstock to costume your dancer





**DZ Arts STEAM Fusion**