

Engineering Energy Efficiency: a Green Building Project for High School

Ed Hazzard & Charles Xie The Concord Consortium



The topic

Engineering task: design, test and improve a model of an energy-efficient house

Science content: heat transfer

Model: Engineering the Future (Boston Museum of Science)



Project goals

Develop a month-long high school engineering project for research and general use.

Compare hands-on with simulation-enhanced experiments.

Collect data on the efficacy of simulations for learning science and engineering.



Larger goals

Focus on an urgent real-world problem: Energy

Science content integrated with engineering practice

Simulations that support science understanding (seeing the invisible)

Simulations that support engineering design

Closely parallel hands-on and simulation experiments



Research questions

Do students using simulation-enhanced curriculum:

 do better in meeting the design challenges, acquiring the content knowledge, and transferring it to a new context?

• explore a greater variety of designs in order to optimize the design?

• show an increased ability to integrate the science with the engineering design?



The products you can use

Workbook for a month-long engineering project

Numerous stand-alone experiments in heat transfer

Energy2D and Energy3D simulation software



Why hands-on? Why simulations?

Hands-on:

- Engaging
- Connect to the natural world
- Learn about real
- measurement
- Explore the unexpected

Simulations:

- Engaging
- Save time
- Many experiments
- Test many variables
- Do "impossible" experiments
- See the invisible



Seeming conflicts

Science vs engineering	?
Hands-on vs simulations	?
Isolated vs whole- system experiments	?
Trial & error vs Reasoned choices	?



Our choices (1)

Integrate science & engineering
Research: compare hands- on with simulations
Product: hands-on and simulations enhance each other



Our choices (2)

Isolated vs whole-system experiments	Isolated science experiments that are relevant to the whole system Engineering focus on whole-system experiments
Trial & error vs Reasoned choices	Ask for reasoning and evidence



Criteria for measurements

•Quick

Interesting

•Large effects

Relevant to real buildings



Workbook outline

Hands-on	Simulation-enhanced
Build and test a standard	Build and test a standard
house	house
Heat transfer basics	Heat transfer basics
(Hands-on)	(Energy2D)
Design and build your own	Design and build your own
house	house
Modify your house	Modify your house
Summer cooling	Summer cooling
Final report	Final report

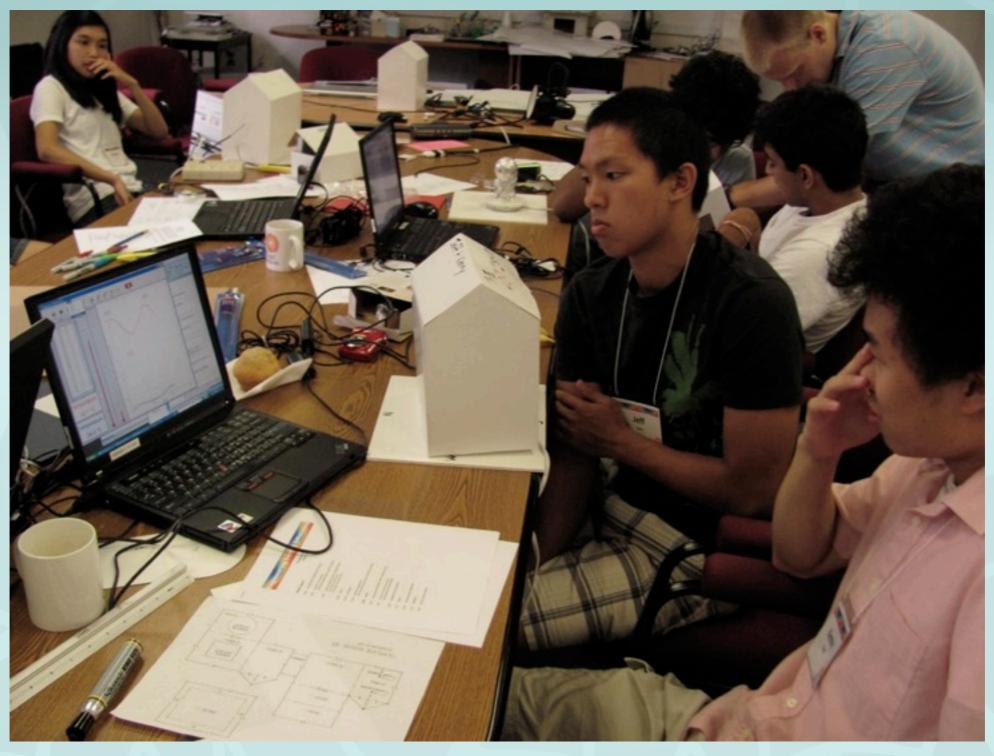


Build a standard house



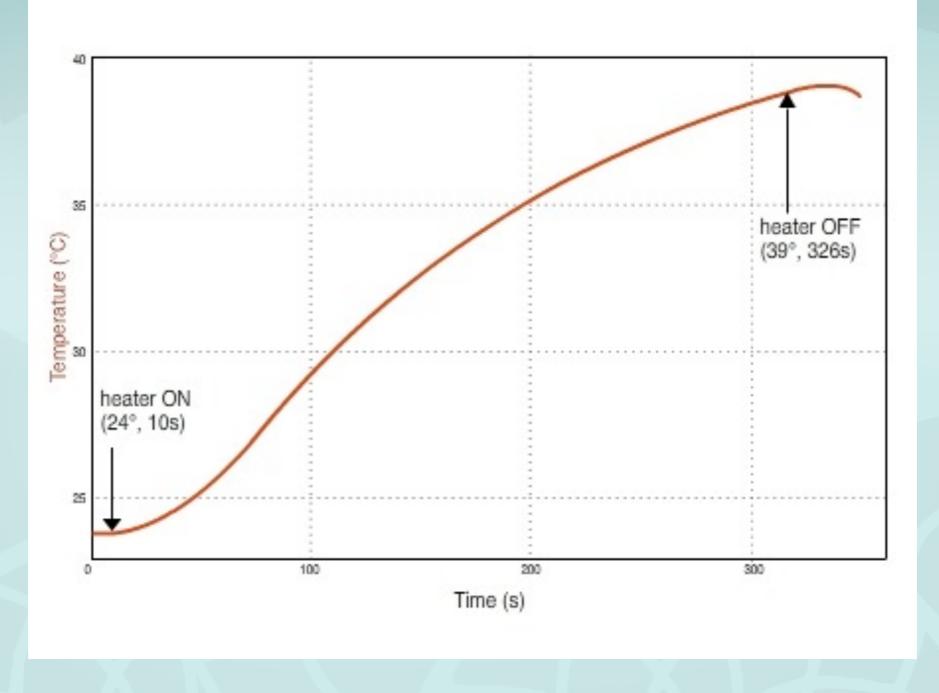


Test the standard house



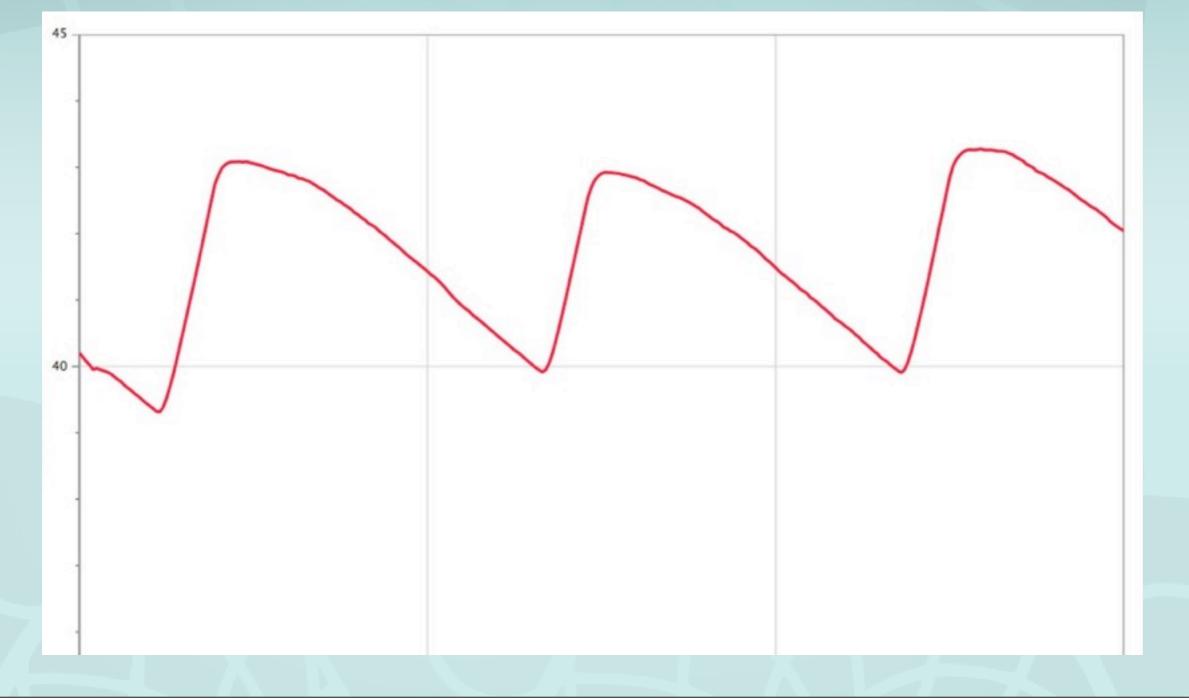


Warm up the house, calculate energy



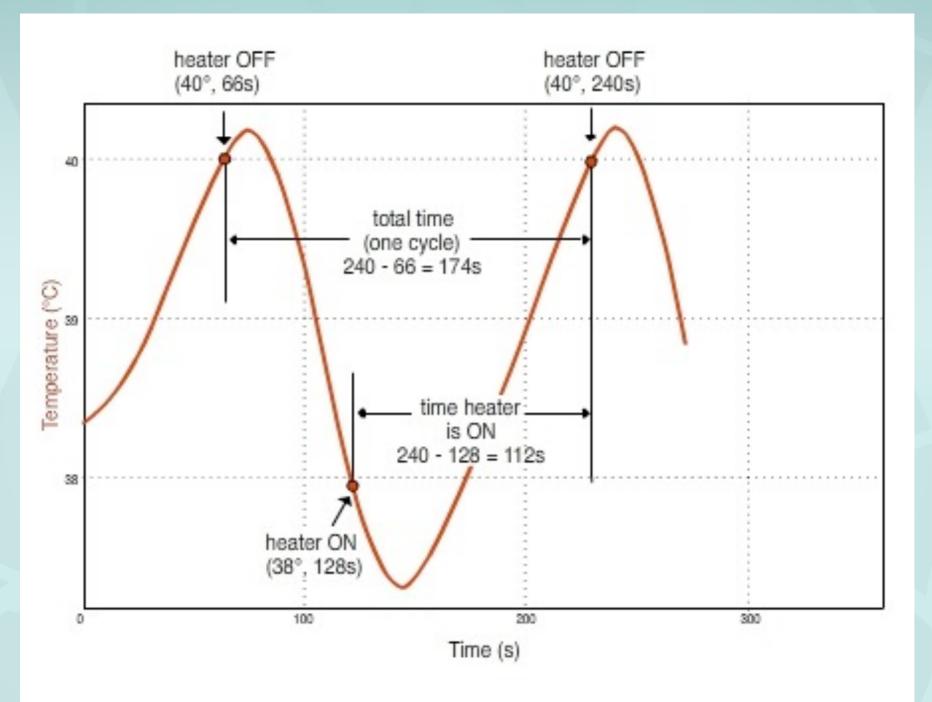


Keep the house warm: Human thermostat



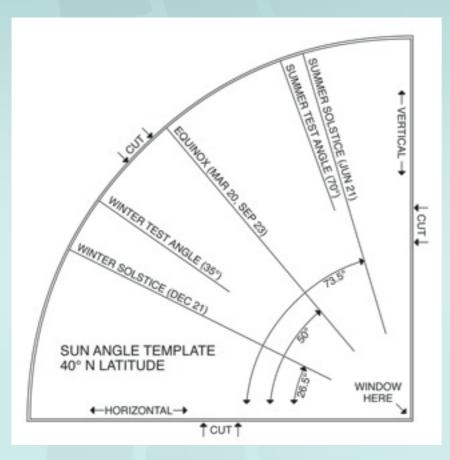


Calculate power consumption





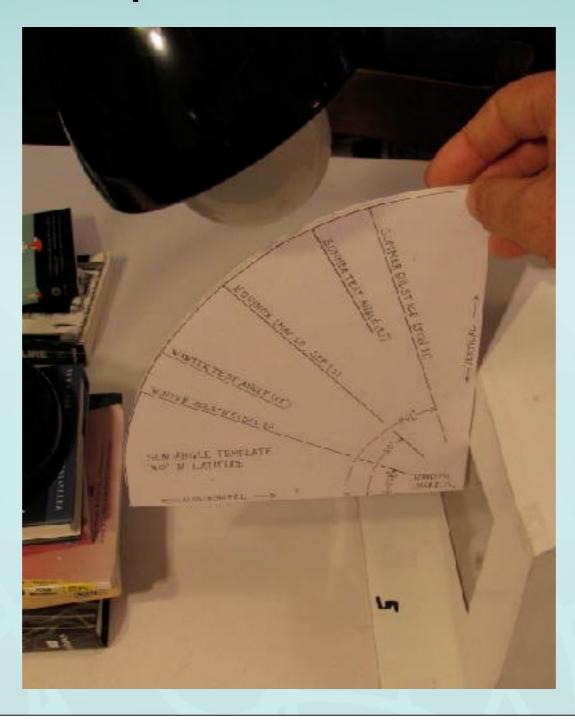
Winter solar heating Calculate saved energy







Summer cooling Measure temperature rise in 5 minutes





Heat Transfer Basics

- Heat capacity
- Energy and power
- Conduction
- Convection
- Radiation
- Energy from the sun



Heat capacity and thermal equilibrium

Thermal equilibrium with different heat capacities - hands-on

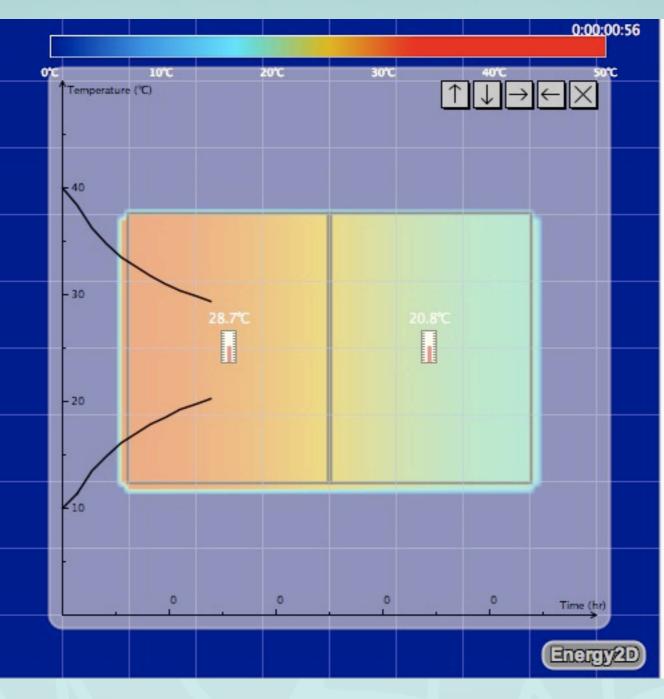
- water plus water
- water plus oil
- water plus rocks
- easier in Energy2D!





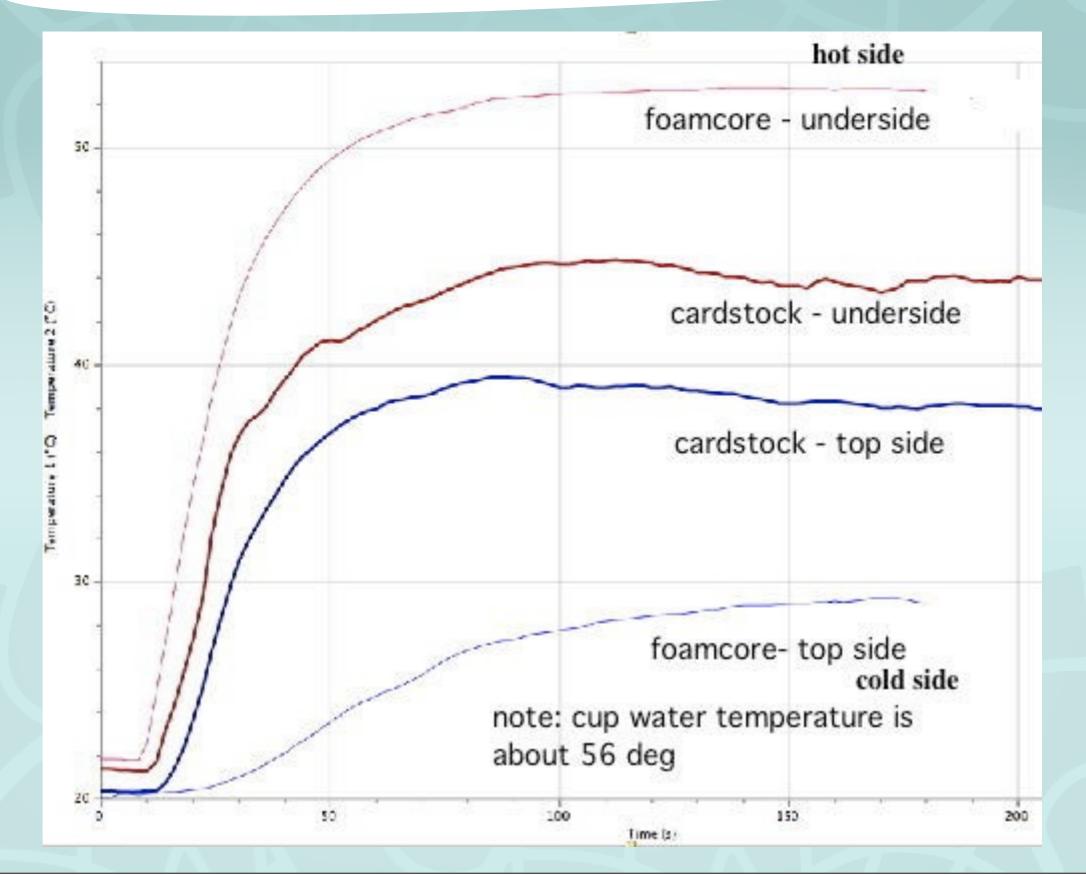
Heat capacity and thermal equilibrium

Thermal equilibrium between two objects -Energy2D





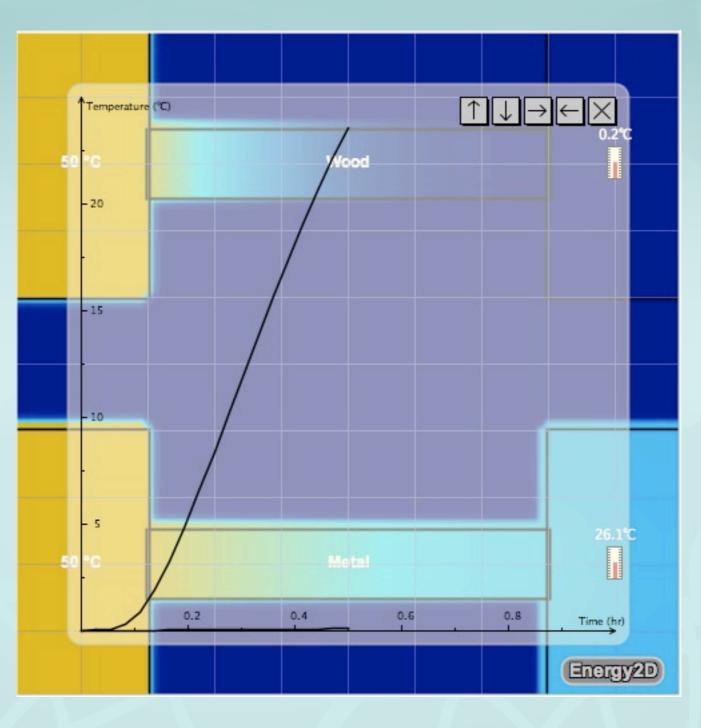
Conduction - Hands-on





Conduction - Energy2D

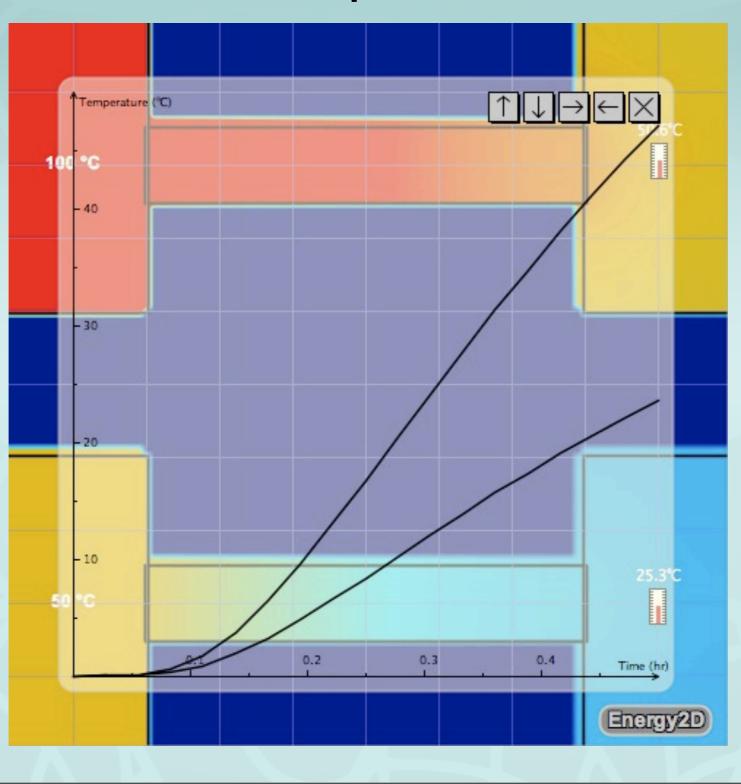
Thermal conductivity of wood and metal





Conduction - Energy2D

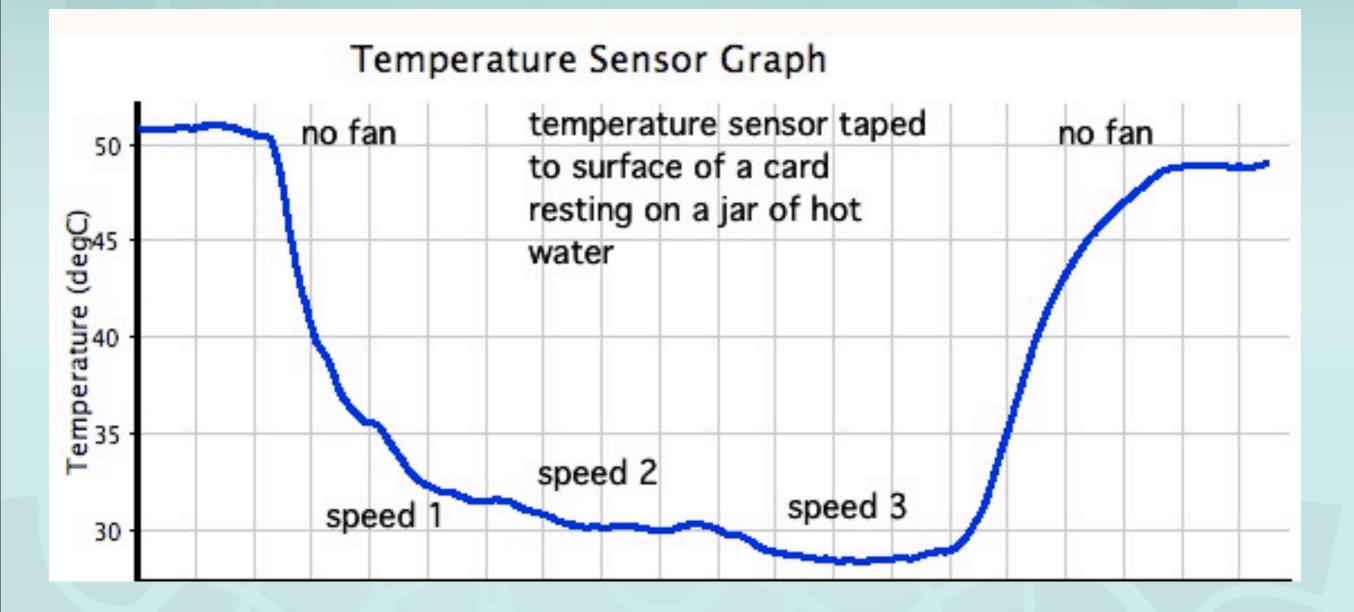
The effect of temperature difference





Forced convection -Hands-on

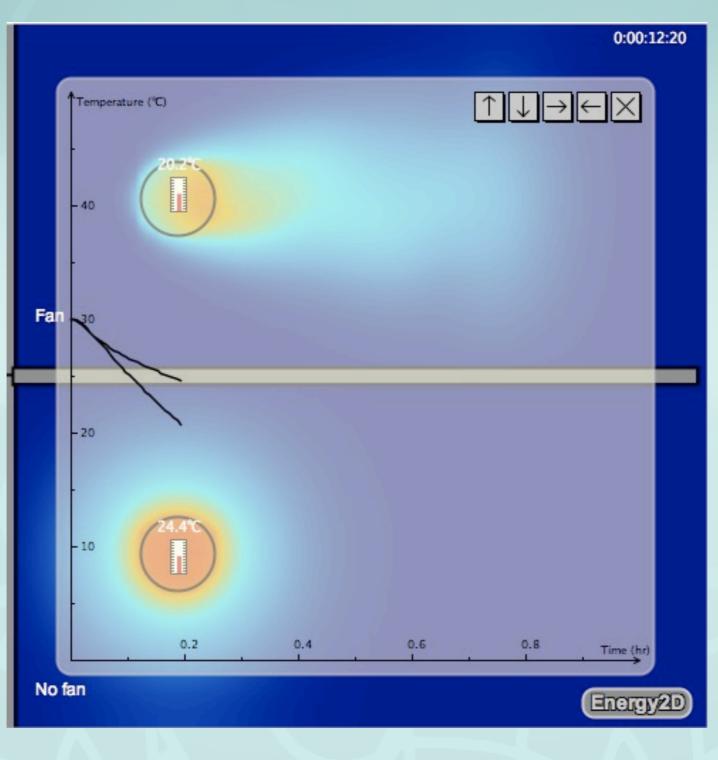
Wind chill





Forced convection -Energy2D

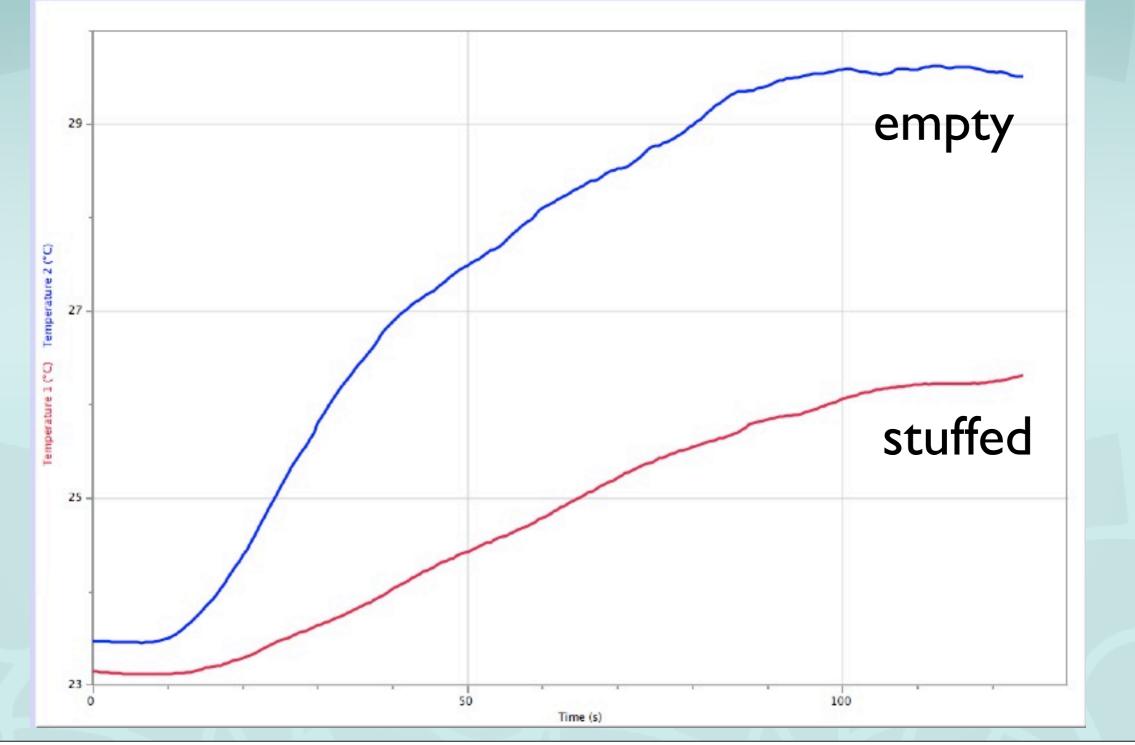
Effect of a fan





Natural convection -Hands-on

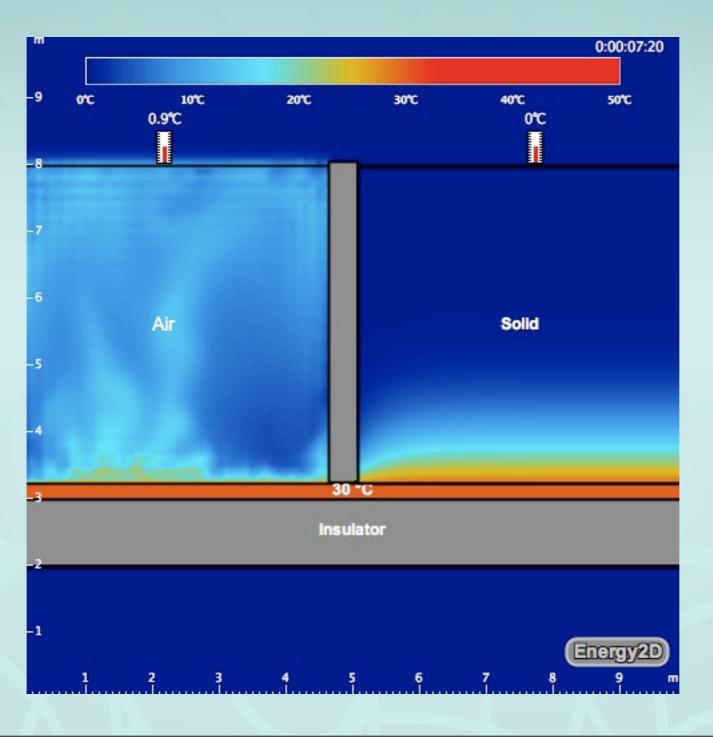
natural convection in a cup





Natural convection -Energy2D

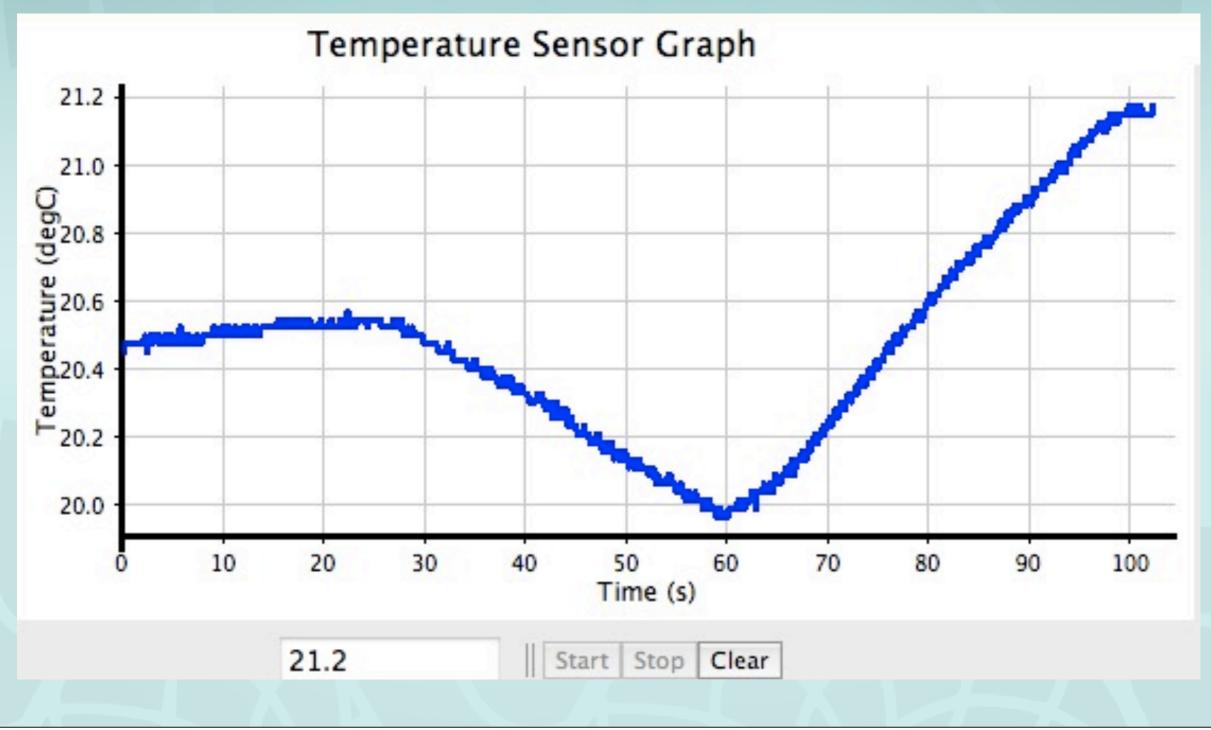
Right side - convection turned off





Radiation - Hands-on

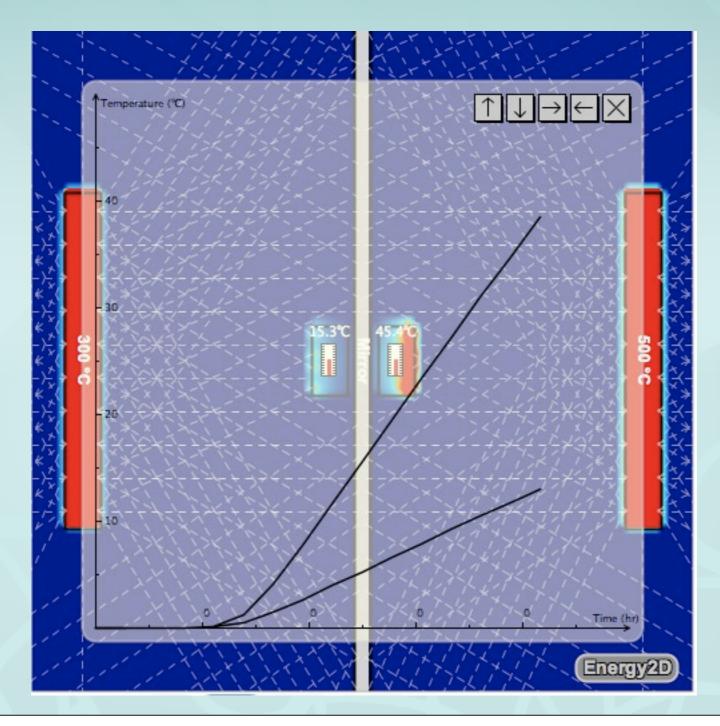
Radiation from hot and cold water jars





Radiation -Energy2D

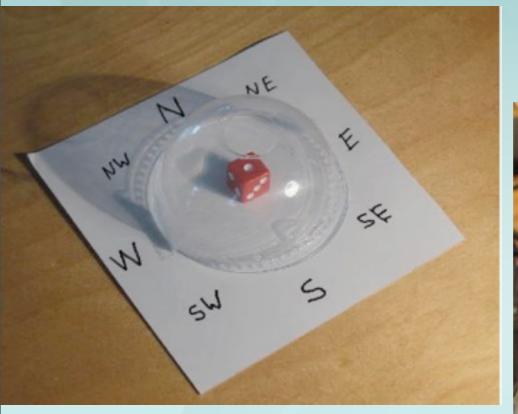
Radiation from two objects with different temperatures





Energy from the sun – Hands-on

The sun's path in the sky

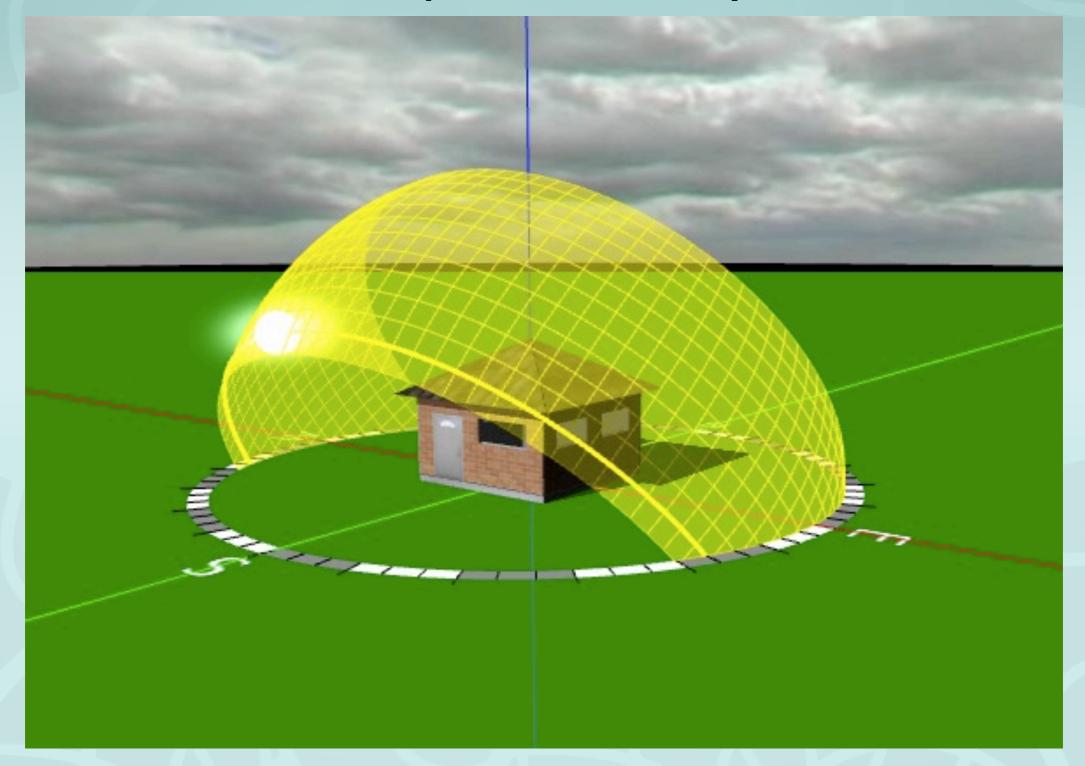






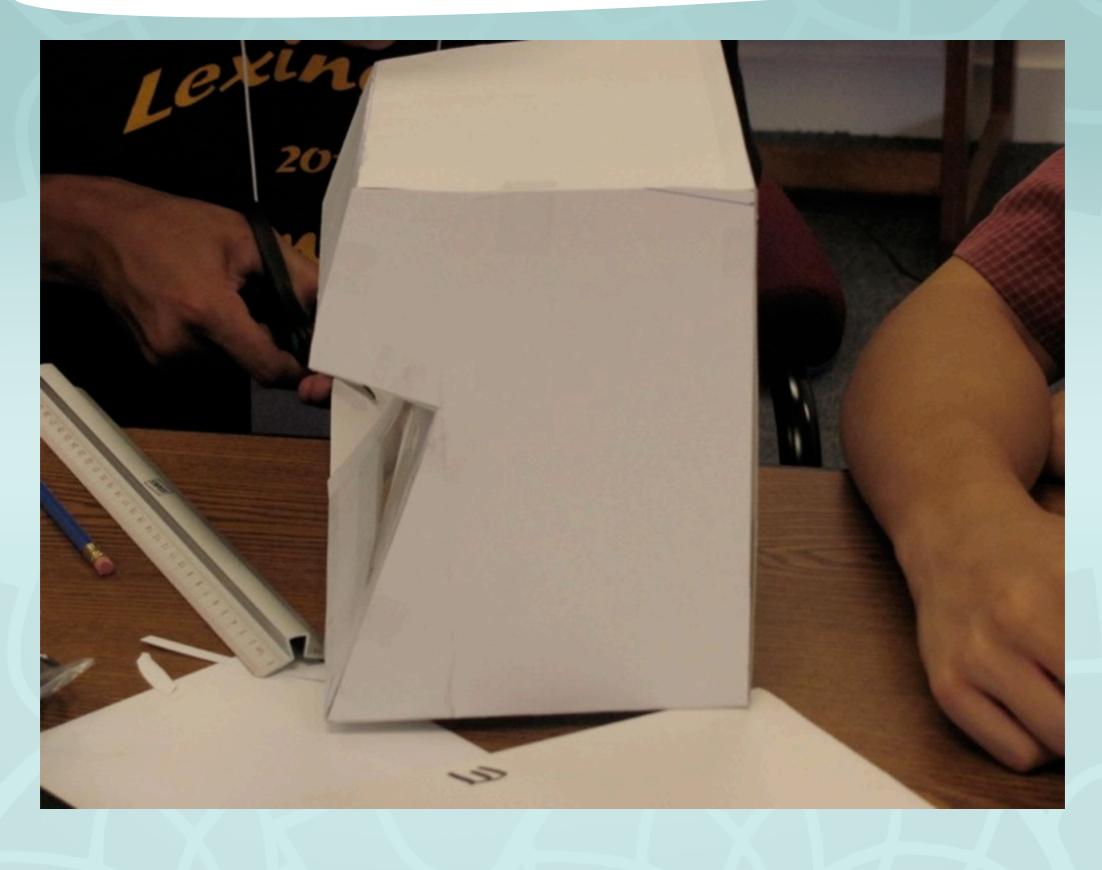
Energy from the sun -Energy3D

The sun's path in the sky



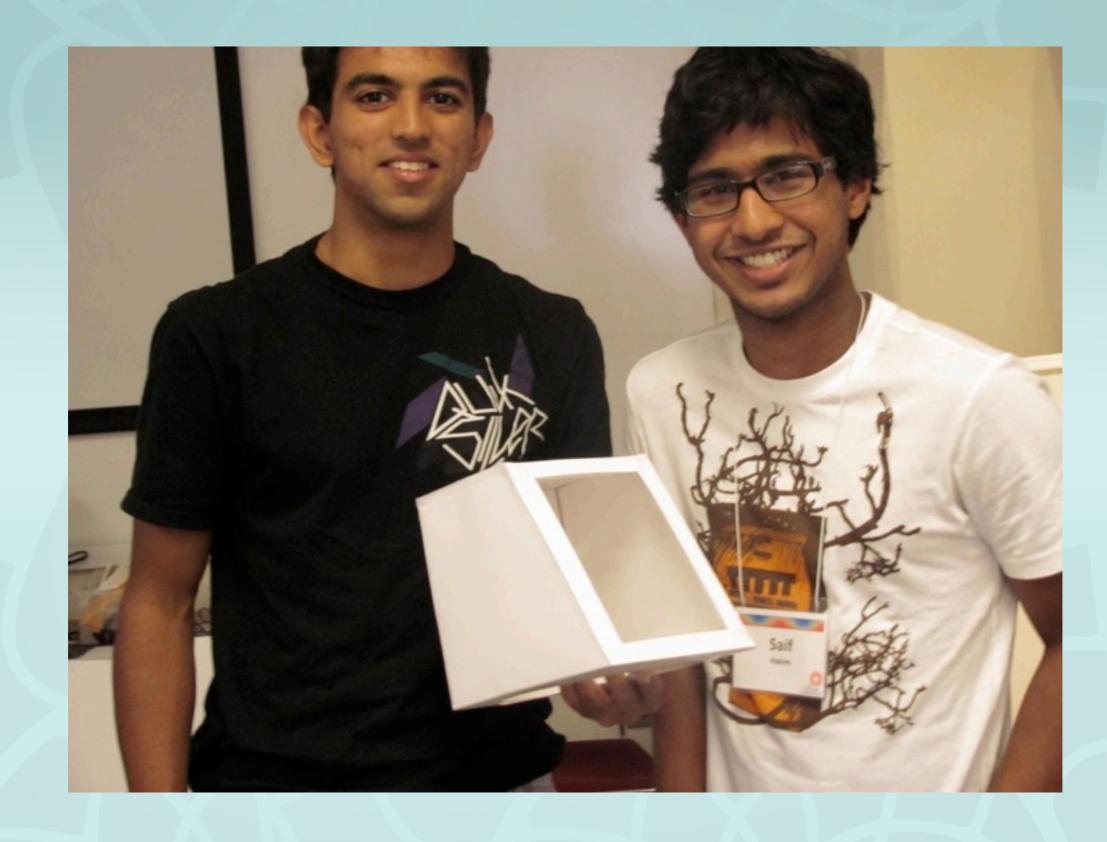


Design, build and test your own house





Design, build and test your own house





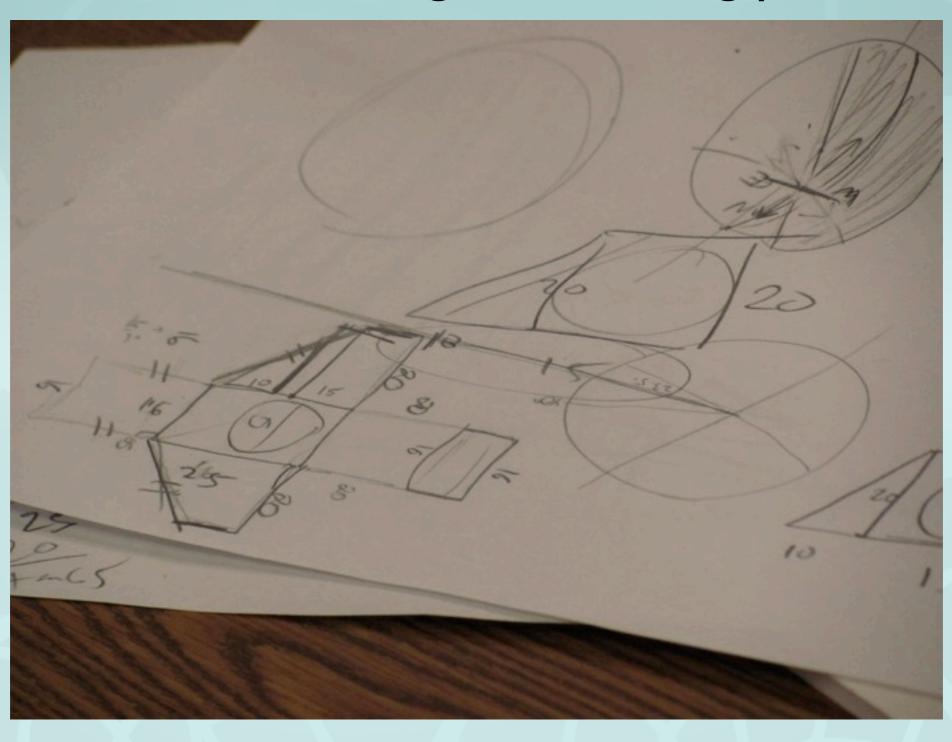
Modify your house





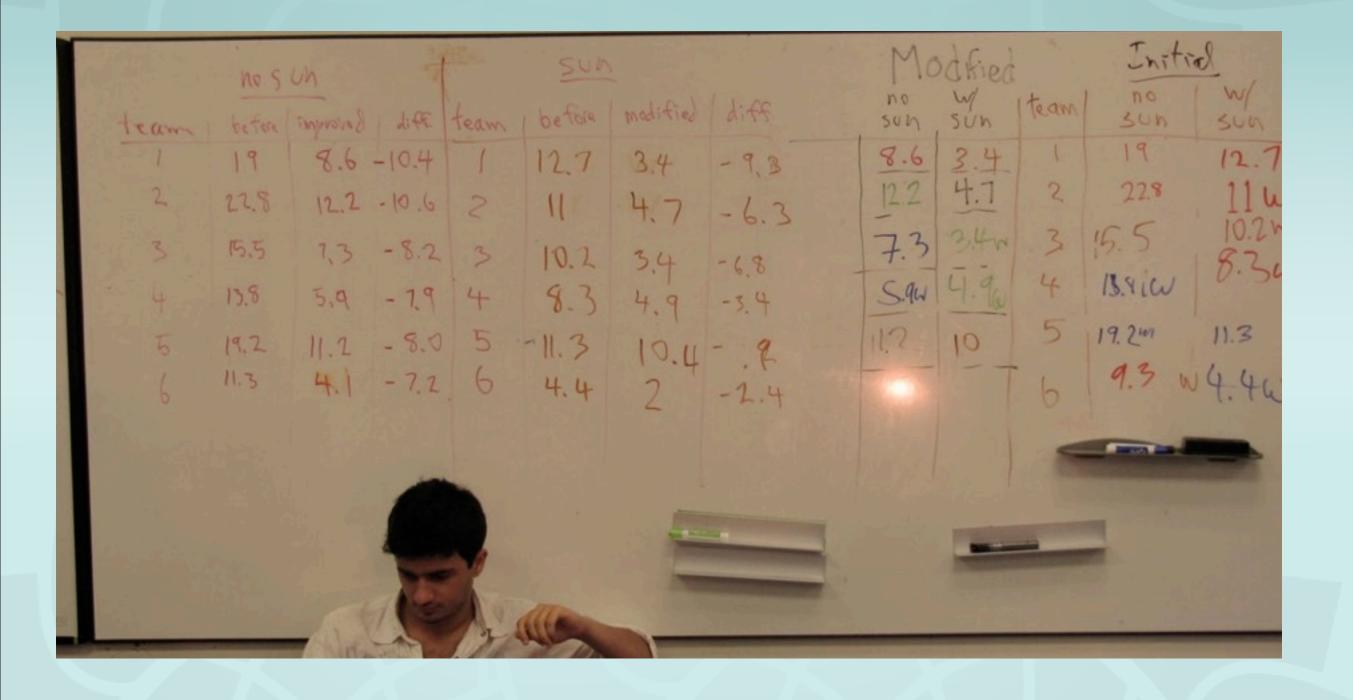
Energy3D

Streamline the design and testing process





Share and compare data





team	heating up time	power w/o sun (Watts)	power w/ sun	solar input
1	200	24	15.9	8.1
3	265	24.6	20	4.6
4	232	26	19	7
5	234	21	12.4	8.6
6	273	31	25.5	5.5
average	240.8	25.3	18.6	6.8



	own house, no sun			
team	initial	modified	improve- ment	
1	19	8.6	10.4	
2	22.8	12.2	10.6	
3	15.5	7.3	8.2	
4	13.8	5.9	7.9	
5	19.2	11.2	8	
6	9.3	4.1	5.2	
average	16.6	8.2	8.4	



own house, with sun		
initial	modified	improve- ment
12.7	3.4	9.3
11	4.7	6.3
10.2	3.4	6.8
8.3	4.9	3.4
11.3	10.4	0.9
4.4	2	2.4
9.7	4.8	4.9

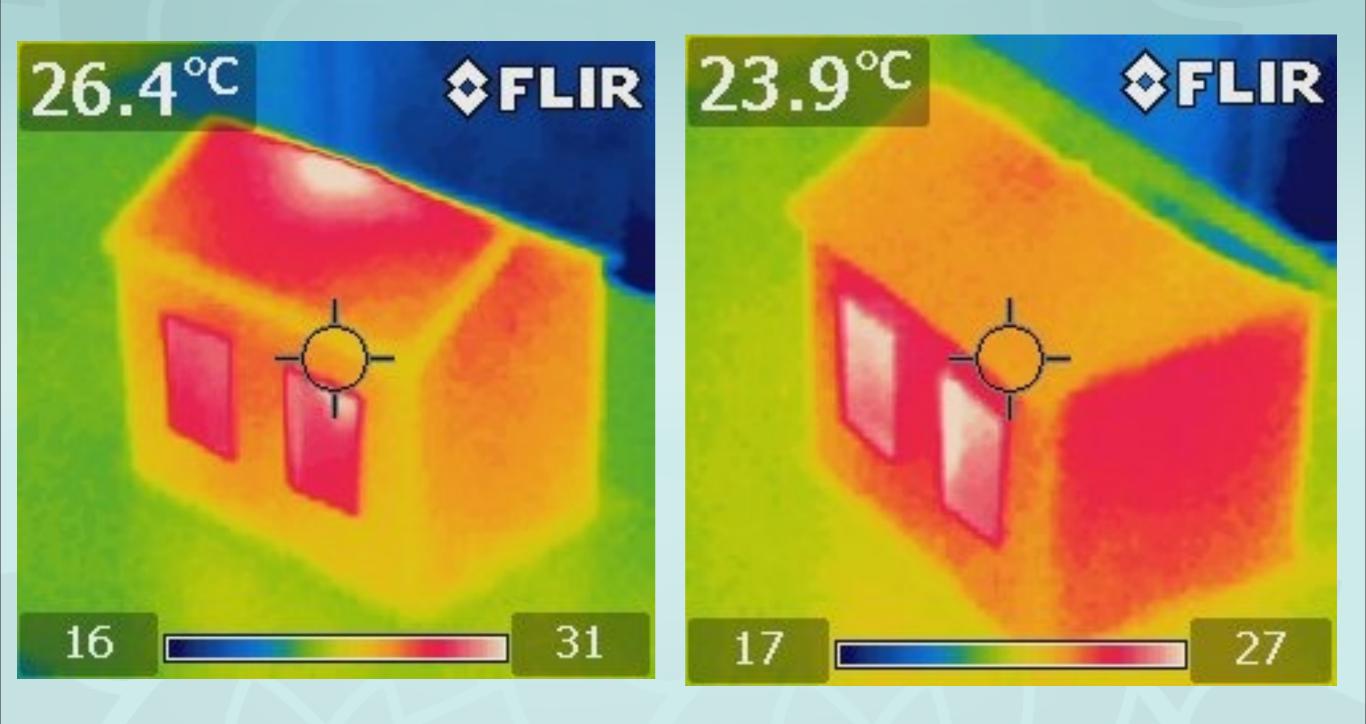


summer	temp rise in 5 min (°C)	
team	initial	modified
1	4.5	0.8
2	3.2	0.5
3	1.6	0
4	2.9	0.8
5	0.5	0
6	3.1	0.9
average	2.6	0.5



Infrafred camera

A wonderful visualization tool





Try it out

Stations:

- Standard house: keep it warm
- Standard house: solar heating
- Heat transfer experiments: conduction, convection, radiation
- Infrared camera I
- Infrared camera 2
- Energy2D: download from USB sticks (energy2d-simulations.htm) Report back:

What did you observe?

How would you use this with your students?



- Download workbook, hands-on version (pdf)
- Download workbook, simulation-enhanced version (pdf & Energy2D in zip file)
- Use individual hands-on or simulation experiments, separate from the workbook
- Run Energy2D, build and save an experiment, share it with students.
- Students run Energy2D and develop their own experiments
- Use Energy3D to study the sun's path (download Energy3D)
- Use Energy3D to build and print houses (write to us)



Further information

http://www.concord.org

<u>http://energy.concord.org</u> (engineering energy project)

<u>ehazzard@concord.org</u> <u>Qxie@concord.org</u>