

What Comes in the Box?

- Seven Games from **NEED's Energy Carnival**
- **Facts of Light** station and information that includes light bulb comparisons for students and those attending the Energy Fair.
- **Energy House** – Lessons for a small group of students to build and demonstrate an energy efficient home.
- **Energy LinkedIn Designs** – Students can create LinkedIn pages for themselves using career information from ESP partners to learn more about natural gas, electric power, refining, petroleum, nuclear, renewables, and more.
- **Energy Safety** – Students may create exhibits on safety information to learn more about safety in electric power, natural gas and the workplace.
- **Energy Conservation Contract** – Students can complete this activity with their family and create an exhibit for the Energy Fair to have attendees complete the contract as well.
- **Energy Information Exhibits**– Students create informational exhibits for attendees to tour. Topics include:
 - Energy Efficiency and Conservation
 - Nuclear Energy
 - Petroleum
 - Natural Gas
 - Transportation Fuels
 - Electricity
 - Heating and Cooling
 - Hot Water Heating
 - Lighting
 - Wind
 - Solar
 - Plug Loads
- **Bumper Stumpers** – A NEED game to unscramble energy “vanity plates”.

Other Fair Resources

- **Passport Template** and **Ink Stamps** to stamp passports as attendees tour the Energy Fair
- **Draft Press Release**
- **Listing of Partner resources** and other opportunities for which attendees at the Energy Fair would be eligible.
- **\$100 in additional funds** added to the school grant to purchase materials to host the Energy Fair.

