

## A WORD TO PARENTS AND ADULTS

With this science kit, your child can build a model of the solar system with a windup motor inside. Please read the instructions and safety information with your child before starting. Stand by to assist your child should they need any help with assembling and operating the solar system model. Some of the assembly steps are challenging, so pay close attention to the instructions and illustrations.

We hope you and your child have a lot of fun experimenting with the Orbiting Solar System!

## SAFETY INFORMATION

**WARNING!** Not suitable for children under 3 years. Choking hazard — small parts may be swallowed or inhaled. Keep packaging and instructions as they contain important information.



- You <u>must</u> carefully cut the plastic parts out of their frames with diagonal cutting pliers (diagonal cutters) or scissors.
- Remove the parts from the frames only when they are needed.
- Remove excess material (burrs) from the parts before assembling them. Normal scissors do not cut as precisely as diagonal cutters, so you may have to file some of the rough edges down with a nail file or sandpaper.
- Everything must be assembled in order!
- During each assembly step involving gears, make sure the newly added gears are meshing with the gears already in place.

## ASSEMBLY VIDEO!

Scan this QR code to view a step-by-step assembly video and tips on how to use the Orbiting Solar System.



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ASSEMBLY INSTRUCTIONS: 1 OF 5

Push the sun axis (F6) in as far as it will go. Turn it clockwise 90 degrees.











# ASSEMBLY INSTRUCTIONS: 3 OF 5







## **EXPERIMENT: WIND IT UP**





To make the planets orbit the sun, put your fingers into the three circular holes on the dial and turn it counterclockwise up to seven times and let go. Don't wind it up more than seven times (56 audible clicks) or you might break the coil spring mechanism inside the windup motor.

# (9) WHAT'S HAPPENING?

You built an **orrery!** An orrery is a mechanical model of the solar system (or of just the Sun, Earth, and Moon) that shows the relative position and motion of the planets around the Sun. This orrery uses a special type of gear called a **planetary gear** to move. This is simply a gear train in which one gear revolves around the other — much like how the planets revolve around (or orbit) the Sun. This makes it the perfect device with which to model the solar system. Of course, the real Sun doesn't have gears inside and rods holding up each planet. In the actual solar system, the motion of the planets is powered by the force of gravity!

Illustration of a planetary gear

# CHECK IT OUT

Eight planets **orbit** the Sun. Each planet is moving on its own **elliptical** (nearly circular) path around the Sun. Each planet is a different distance from the Sun and orbits at a different speed — the closer to the Sun, the faster the planet orbits! The planets all have different sizes, masses, and compositions. The solar system you built in this kit is a **model**. This means it represents some characteristics of the real thing, but obviously not every characteristic. Here are some facts about each planet.

#### URANUS

Distance from Sun: 2.9 billion km Diameter: 51,000 km Mass: 15 Earths Orbital speed: 6.8 km/s Orbital period: 84 Earth years Number of moons: 27 Composition: Gases and ice

#### SATURN

Distance from Sun: 1.4 billion km Diameter: 121,000 km Mass: 95 Earths Orbital speed: 9.7 km/s Orbital period: 29 Earth years Number of moons: 82 Composition: Gases and ice

### MARS

Distance from Sun: 230 million km Diameter: 6,800 km Mass: 0.1 Earths Orbital speed: 24.0 km/s Orbital period: 687 Earth days Number of moons: 2 Composition: Rocky with thin atmosphere

#### VENUS

Distance from Sun: 110 million km Diameter: 12,100 km Mass: 0.8 Earths Orbital speed: 35.0 km/s Orbital period: 225 Earth days Number of moons: 0 Composition: Rocky with dense atmosphere

#### SUN

Diameter: 1.4 million km Mass: 333,000 Earths Composition: Hydrogen fusing into helium, producing heat and light

### NEPTUNE

Distance from Sun: 4.5 billion km Diameter: 49,000 km Mass: 17 Earths Orbital speed: 5.4 km/s Orbital period: 165 Earth years Number of moons: 14 Composition: Gases and ice

#### JUPITER

Distance from Sun: 780 million km Diameter: 142,000 km Mass: 318 Earths Orbital speed: 13.1 km/s Orbital period: 12 Earth years Number of moons: 79 Composition: Mostly gases

#### EARTH

Distance from Sun: 150 million km Diameter: 12,800 km Mass: 5.97 x 10<sup>24</sup> kg [= 1 Earth] Orbital speed: 29.8 km/s Orbital period: 365 Earth days Number of moons: 1 Composition: Rocky with liquid water and thick atmosphere

#### MERCURY

Distance from Sun: 60 million km Diameter: 4,900 km Mass: 0.06 Earths Orbital speed: 47.4 km/s Orbital period: 88 Earth days Number of moons: 0 Composition: Rocky with dense metallic molten core

# ALL ABOARD THE GEAR TRAIN!

Your solar system model only has one motor. So how does it make the planet models revolve at four different speeds? The answer to this lies in the gear train (also known as a **transmission**) inside the model. It is made of many gears with different numbers of teeth. When one gear is turning another gear, the smaller gear with fewer teeth turns faster than the larger gear with more teeth. The ratio between the speeds of two gears in a transmission is called the **gear ratio**. When you put multiple layers of gears together, as in this model, you can make each layer progressively slower.



Relative rates of rotation of the disks in the Sun model