Description: Discover the properties of magnets, make an electromagnetic field, create an electric current, then construct and power up devices that transfer electrical energy to motion.

Includes:
- Activity Guide
- Activity Journals
- Batteries
- Battery Holders
- Compass
- Dots, adhesive
- Electrical Clips
- Emery Cloth
- Magnet, Alnico
- Magnet, large
- Magnet, rubberized
- Rubber Rings
- Rivet
- Wire, enamel-coated
- Wire, plastic-insulated