SCOUTS GO SOLAR

Solar panel

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Making use of a physical process, this component turns sunlight into electricity.

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Charge controller

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In order to make sure that the battery is never completely empty or gets overcharged (both reducing its lifetime), you need this component.

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Battery

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Quite often, you don't need the energy exactly at the moment it's produced. Probably you want to use your solar torch at night, when there is no sun. So, in order to "store" the energy, you need this component.

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Inverter

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There are two types of electricity: Direct current (DC) and alternating current (AC). Solar panels always produce DC, but most devices use AC. Transforming DC into AC is what this component is good for.

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Cables

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In order to have an electric current, the electrons need to "flow". They can only do so if they have "roads to travel on", which connect all the components to one another. That's the job of this component.

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Consumer

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You don't produce electricity just for fun, but to power something. For example a lamp, a TV, a fan etc. This component is the umbrella term for the devices that are powered by the electricity you have produced.

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Switch

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Probably you don't need electricity all the time. In order not to waste it, you need this component which can interrupt the flow of electrons and therefore turn a device on and off.

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Multimeter

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This component is not directly a part of the solar system - at least as long as it works fine. But it is your best friend in finding errors, if something fails ...

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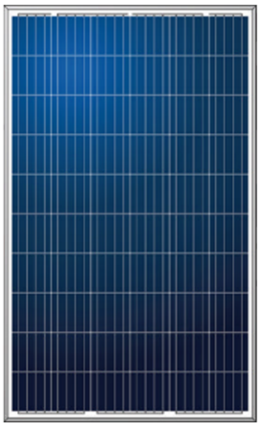

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