

SOLAR ENERGY ACTIVITY SHEET

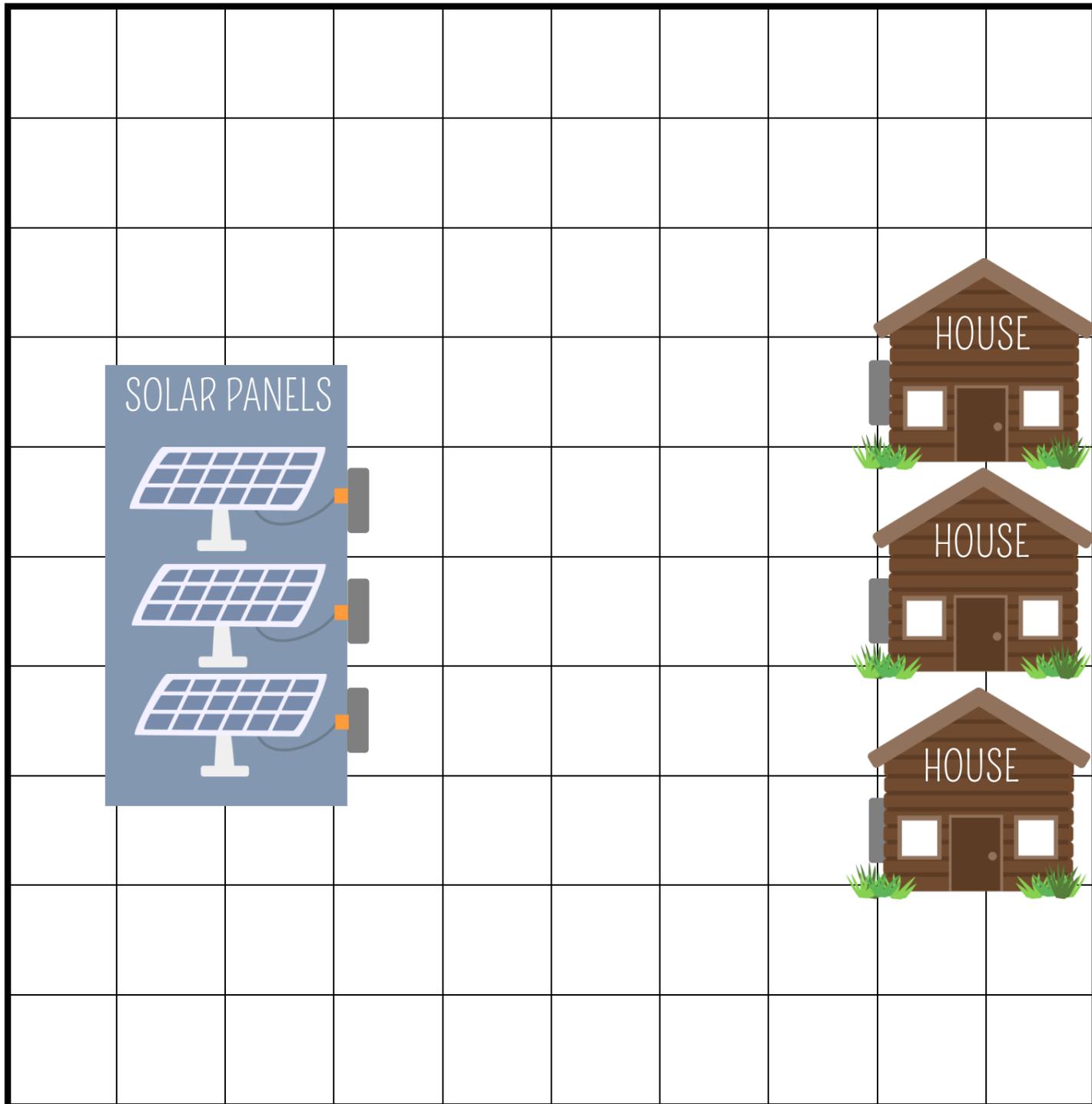
2018

YEAR OF RESOURCES



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HOW TO PLAY

Take turns to roll the dice. The number on the dice decides which type of pipe you will get. Pipes can be straight or curved. You can use pipes to connect the solar panel to the houses.

You have to connect:

THREE SOLAR PANELS to the THREE HOUSES

The first person to produce electricity wins!

DICE ROLLS

1 =

2 =

3 =

4 =

5 =

6 = Cloud cover, no pipe!

COAL

ENERGY ACTIVITY SHEET

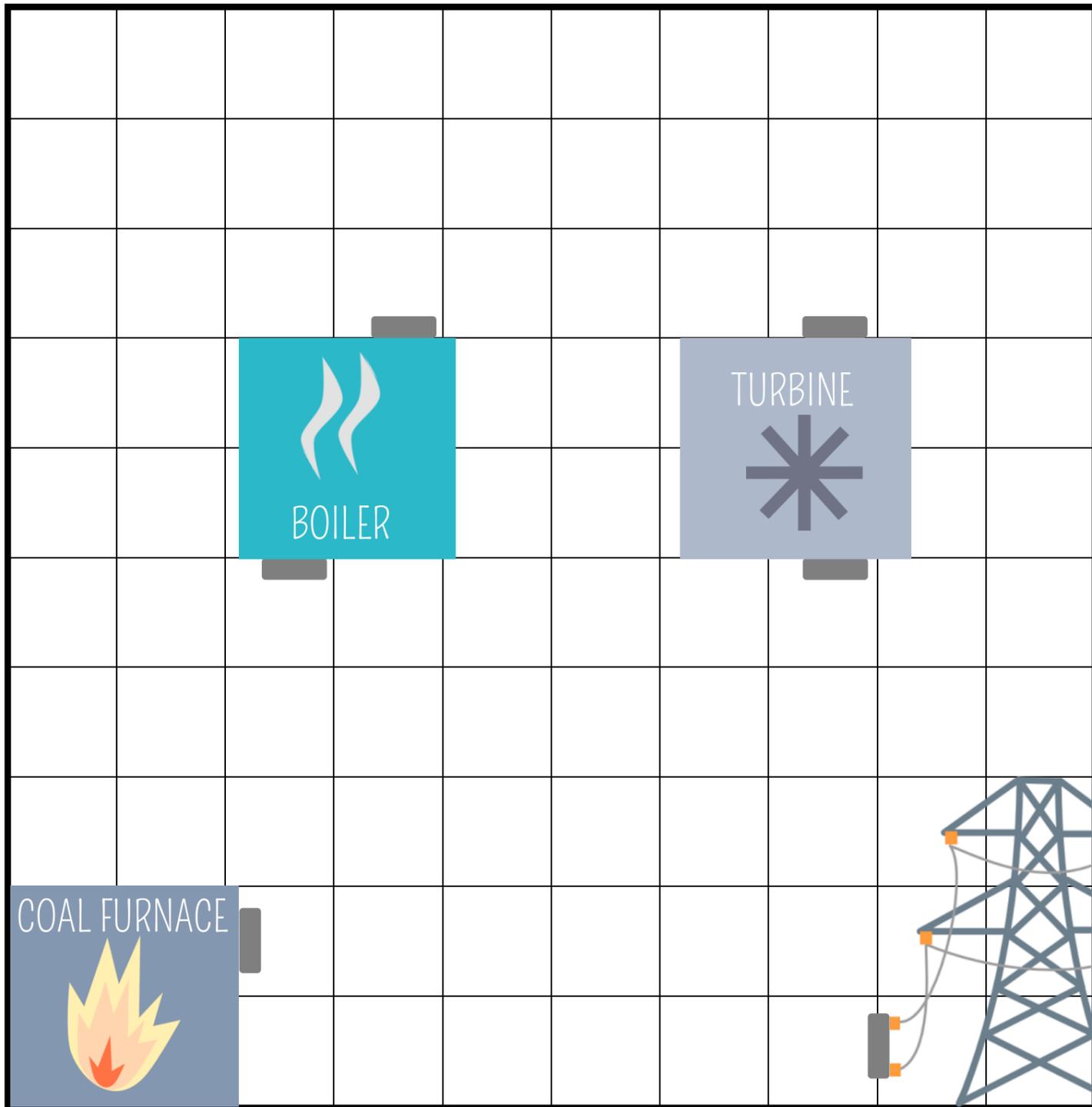
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HOW TO PLAY

Take turns to roll the dice. The number on the dice decides which type of pipe you will get. Pipes can be straight or curved. You can use pipes to connect the parts of your coal power station to the electricity pylon.

You have to connect:

COAL FURNACE to the BOILER

BOILER to the TURBINE

TURBINE to the PYLON

The first person to produce electricity wins!

DICE ROLLS

1 = Too many greenhouse gases, no pipe!



6 = Too many greenhouse gases, no pipe!

GAS

ENERGY ACTIVITY SHEET

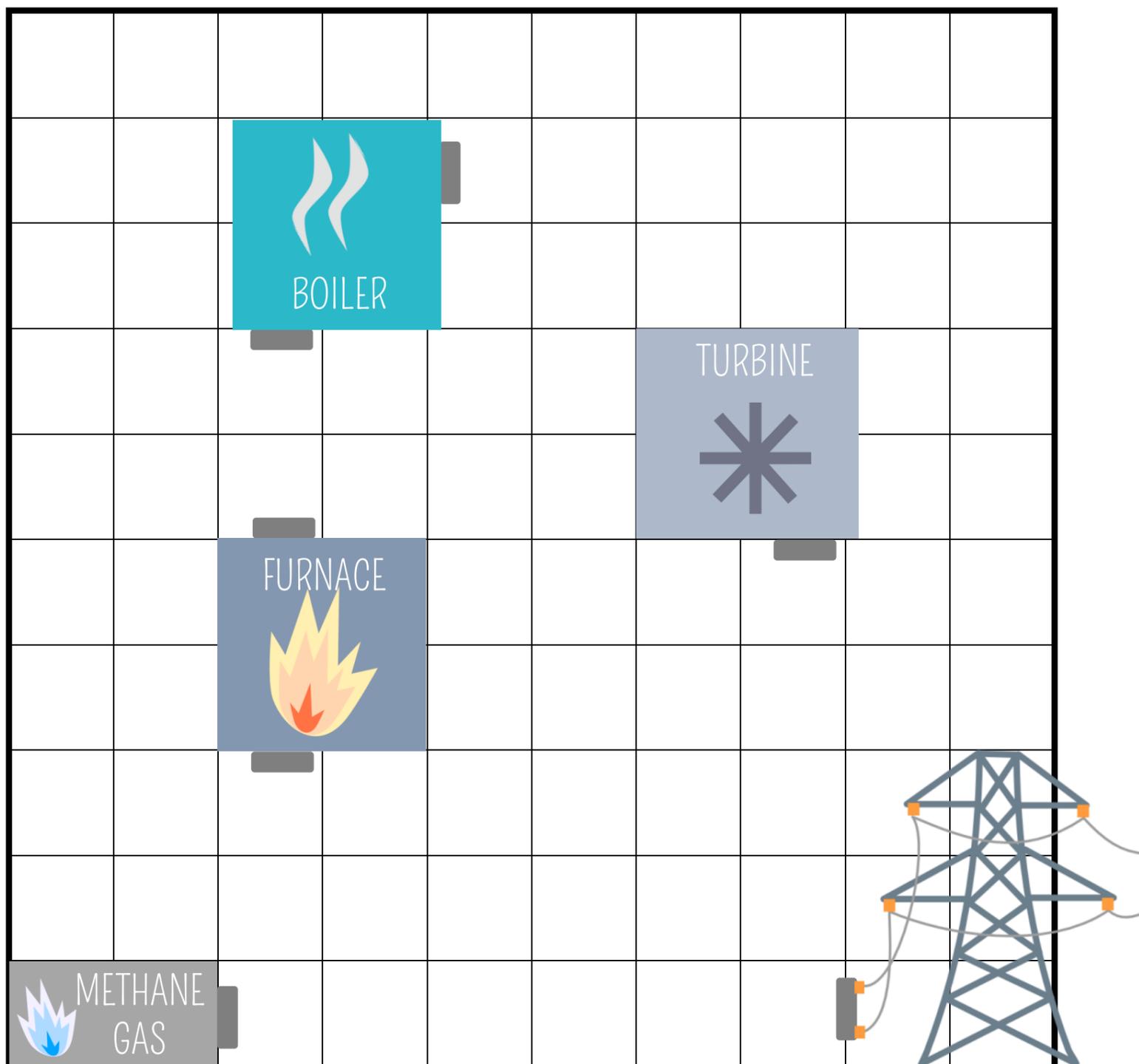
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HOW TO PLAY

Take turns to roll the dice. The number on the dice decides which type of pipe you will get. Pipes can be straight or curved. You can use pipes to connect the parts of your gas power station to the electricity pylon.

You have to connect:

METHANE GAS to the FURNACE

FURNACE to the BOILER

BOILER to the TURBINE

TURBINE to the PYLON

The first person to produce electricity wins!

DICE ROLLS

1 = Too many greenhouse gases, no pipe!



6 = Countries don't want any gas, no pipe!

GEO THERMAL

ENERGY ACTIVITY SHEET

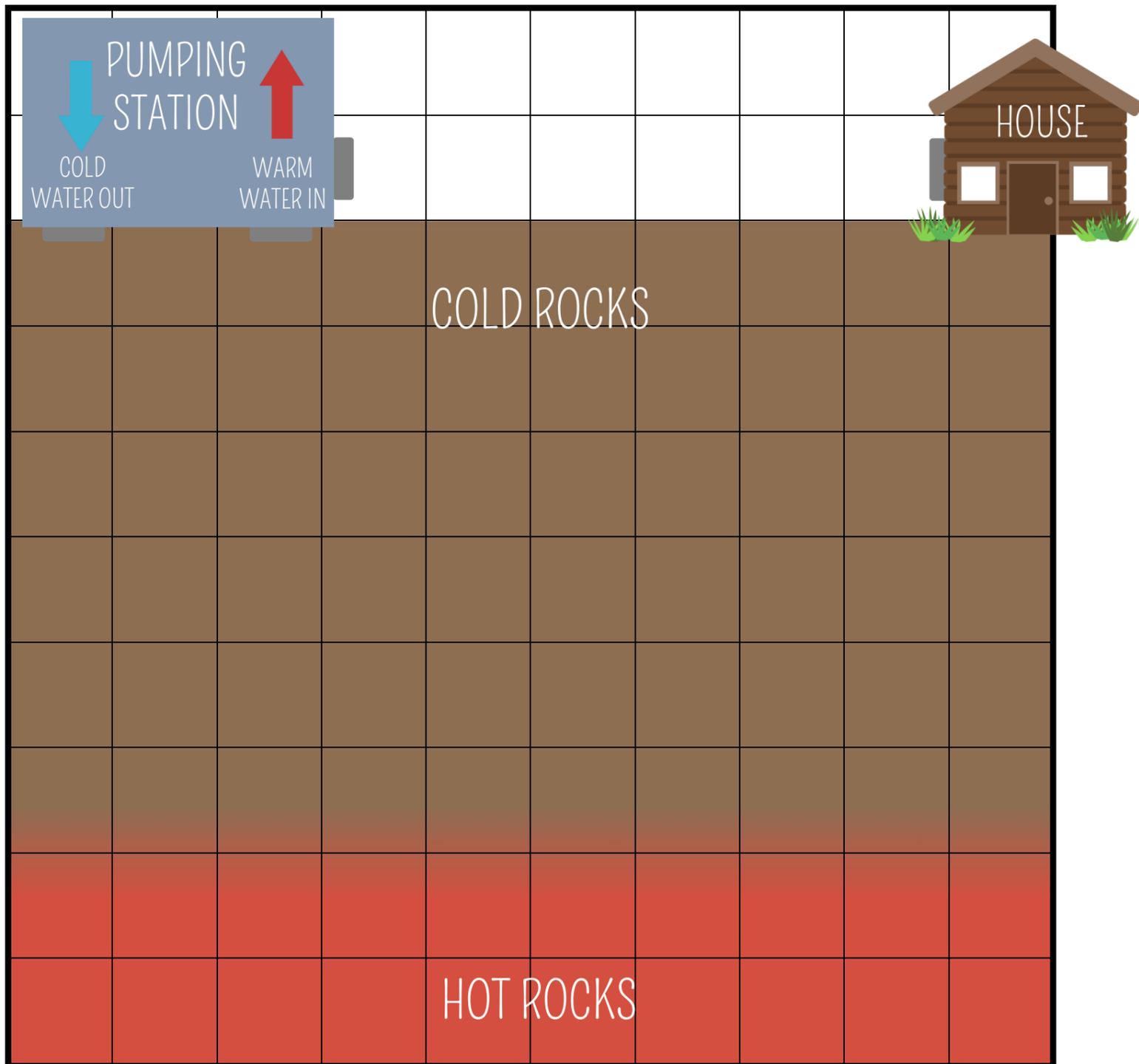
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HOW TO PLAY

Take turns to roll the dice. The number on the dice decides which type of pipe you will get. Pipes can be straight or curved. You can use pipes to connect the parts of the geothermal pumping station to the house.

You have to connect:

COLD WATER OUT to the HOT ROCKS
 HOT ROCKS to HOT WATER IN
 PUMPING STATION to the HOUSE

The first person to produce electricity wins!

DICE ROLLS

- 1 =
- 2 =
- 3 =
- 4 =
- 5 = Government gives you money
- 6 = No wind, no pipe!

NUCLEAR

ENERGY ACTIVITY SHEET

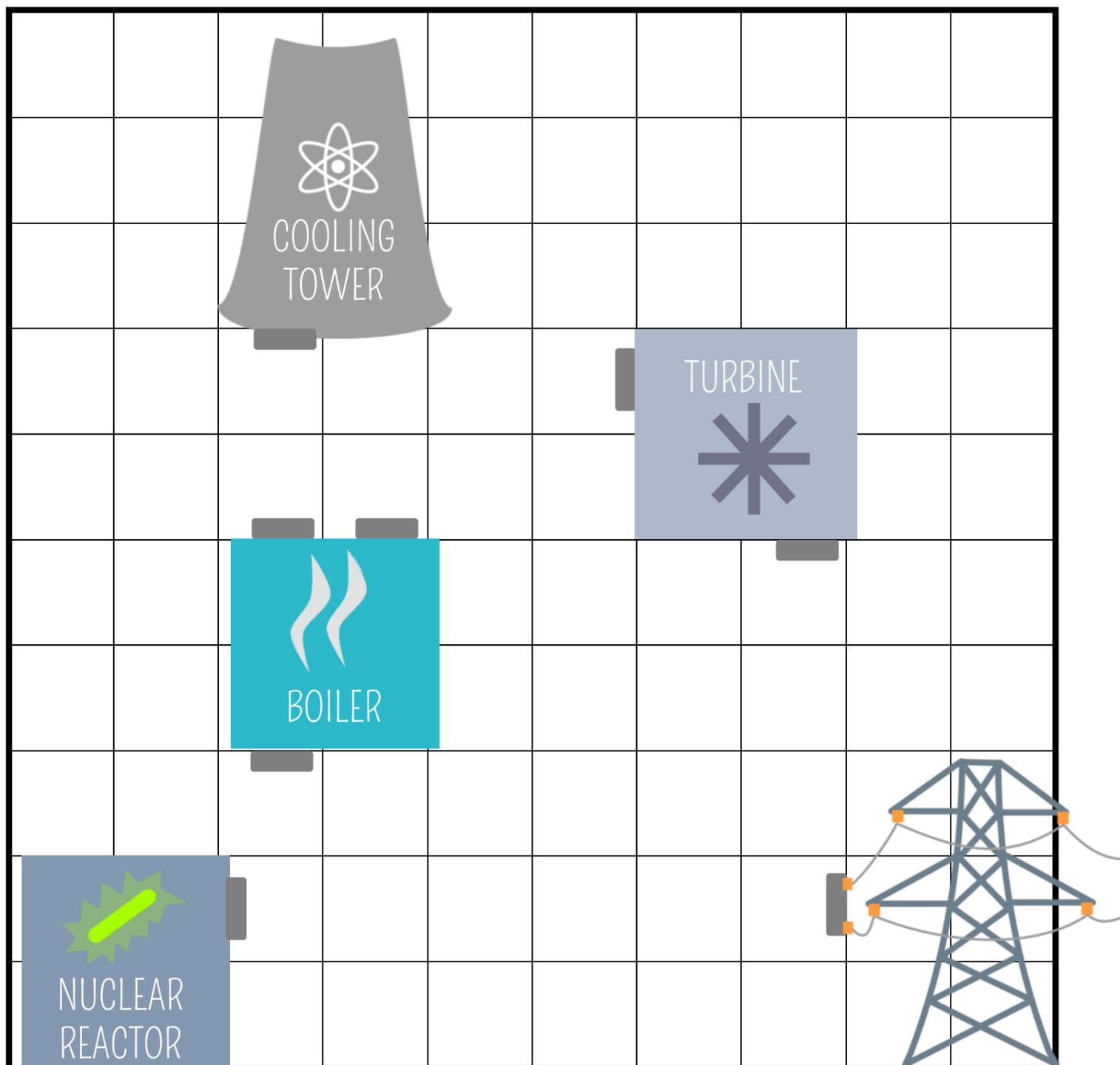
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HOW TO PLAY

Take turns to roll the dice. The number on the dice decides which type of pipe you will get. Pipes can be straight or curved. You can use pipes to connect the parts of your nuclear power station to the electricity pylon.

You have to connect:

NUCLEAR REACTOR to the BOILER
BOILER to the COOLING TOWER and the TURBINE
TURBINE to the PYLON

The first person to produce electricity wins!

DICE ROLLS

1 = Not enough money, no pipe!



6 = Nuclear waste! No pipe!

WIND ENERGY ACTIVITY SHEET

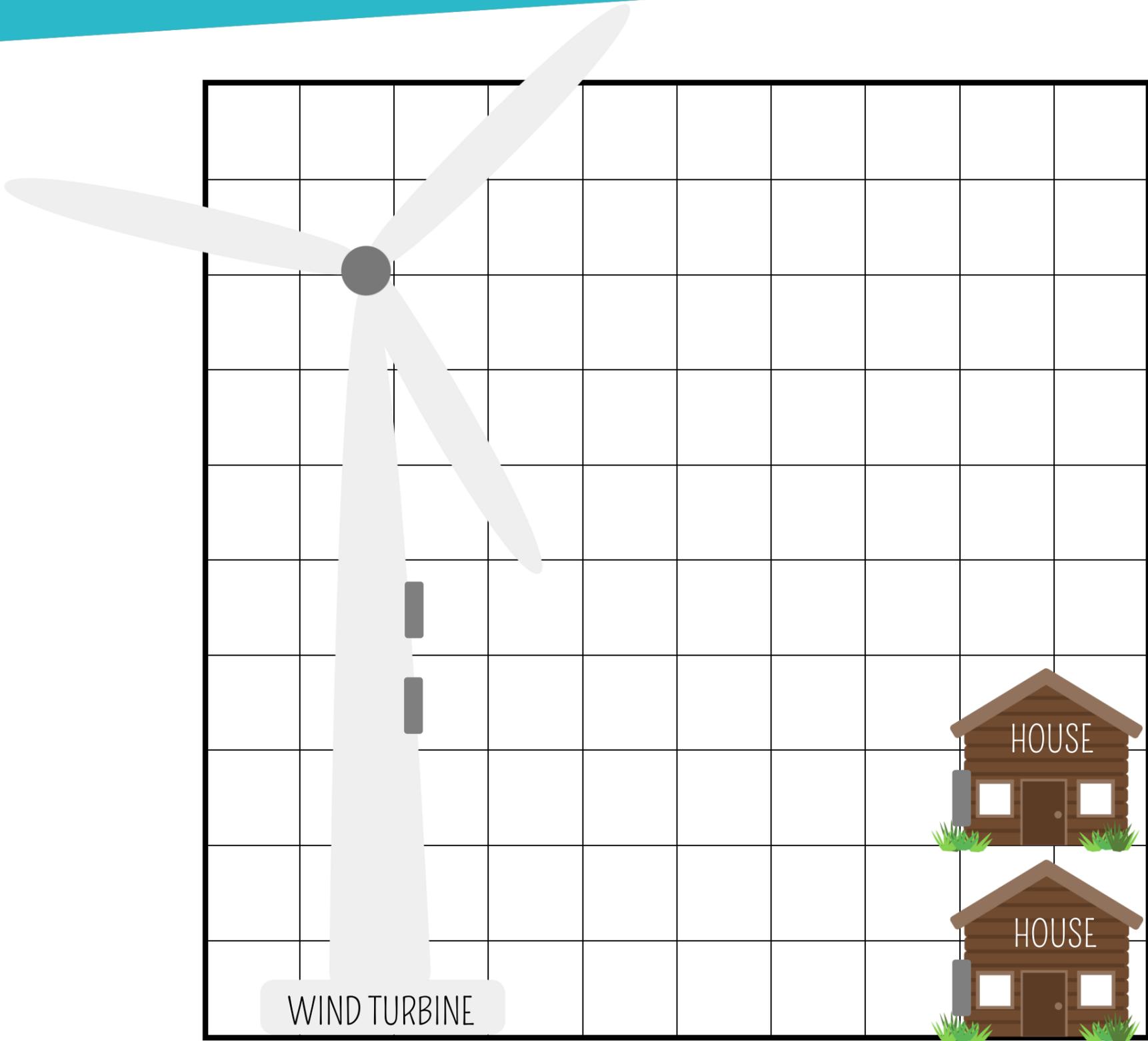
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HOW TO PLAY

Take turns to roll the dice. The number on the dice decides which type of pipe you will get. Pipes can be straight or curved. You can use pipes to connect the parts of your wind turbine to both houses.

You have to connect:

WIND TURBINE to the TWO HOUSES

The first person to produce electricity wins!

DICE ROLLS

1 =

2 =

3 =

4 =

5 =

6 = No wind, no pipe!