

Energy Flow in Technological Systems: Hangman

This hangman game reviews key vocabulary from the Science 10 unit on energy conservation and conversion in mechanical and technological systems ([Topic](#)). Students apply concepts of potential and kinetic energy, scalar quantities, and displacement when analyzing one-dimensional motion ([Outcome](#)), and use efficiency to describe how much useful energy a device or system produces compared to the total energy input ([Outcome](#)).

How to play

- There are 4 words to guess, one per round. Each blank stands for one letter.
- Guess one letter at a time. If it is in the word, write it in every blank where it belongs; if not, write it in the wrong-guess spaces.
- You have 6 wrong guesses per round. Use the clue when you are stuck. The answer key gives all 4 words.

Puzzles

Round 1 (12 letters)

D _ _ _ _ _ _ _ _ _ _ _ _

Clue: A vector quantity showing the change in position of an object

Wrong guesses: _ _ _ _ _ _ _ _

Round 2 (10 letters)

E _ _ _ _ _ _ _ _ _ _

Clue: A measure comparing useful output work to the total energy put into a device

Wrong guesses: _ _ _ _ _ _ _ _

Round 3 (6 letters)

S _ _ _ _ _

Clue: A quantity that has magnitude only, with no direction

Wrong guesses: _ _ _ _ _ _

Round 4 (9 letters)

P _ _ _ _ _ _ _ _

Clue: Energy stored due to an object's position or condition

Wrong guesses: _ _ _ _ _ _ _ _

Answer key

- Round 1: **DISPLACEMENT**
- Round 2: **EFFICIENCY**

- Round 3: **SCALAR**
- Round 4: **POTENTIAL**

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