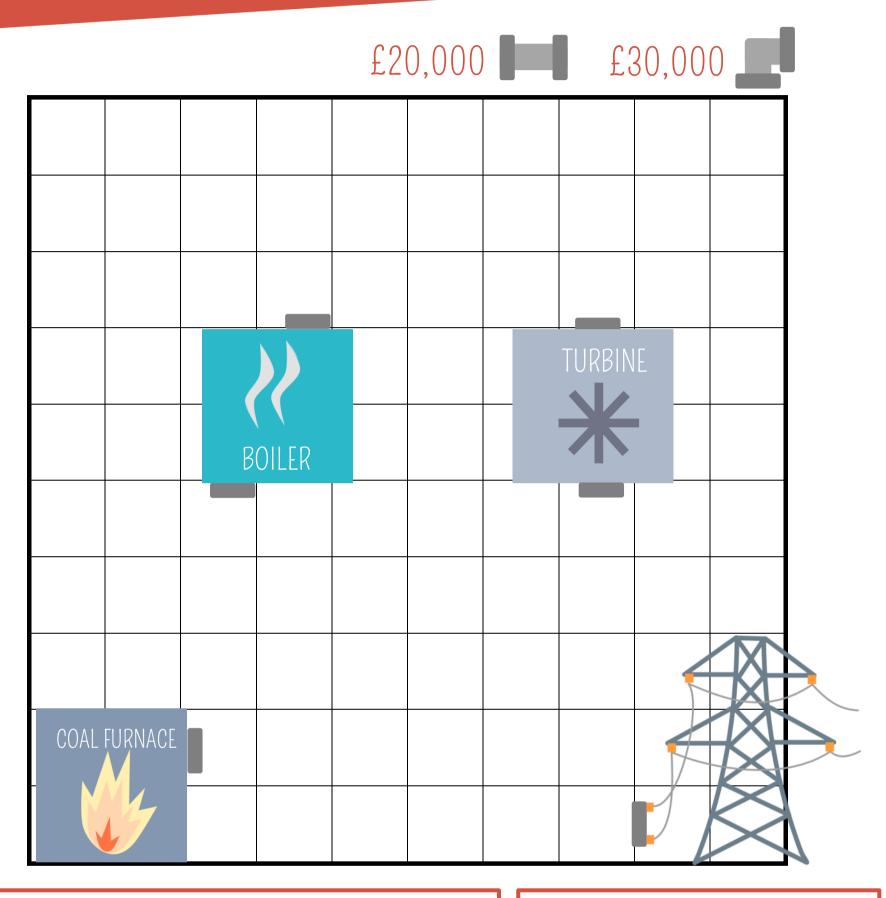
COAL ENERGY ACTIVITY SHEET







HOW TO PLAY

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect the components of your coal power station to the National Grid. Any remaining money can be saved and used in your next turn. 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

- = Fined for CO₂ emissions, lose all your saved money!
- 2 = £20,000
- 3 = £30,000
- 4 = £40,000
- 5 = £50,000
- 6 = Fined for SO₂ emissions, lose all your saved money!

GAS ENERGY ACTIVITY SHEET





£20,000 £30,000 BOILER TURBINE **FURNACE** DECOMPRESSION TANK (LIQUID METHANE BECOMES GAS)

HOW TO PLAY

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect the components of your gas power station to the National Grid. Any remaining money can be saved and used in your next turn.

You have to connect:

LIQUID METHANE CANISTERS to the DECOMPRESSION TANK DECOMPRESSION TANK to the FURNACE

FURNACE to the BOILER

BOILER to the TURBINE

TURBINE to the PYLON

The first person to produce electricity wins!

DICE ROLLS

= Political unrest! £0!

2 = £20,000

3 = £30,000

4 = £40,000

5 = £50,000

6 = Fined for CO₂ emissions, lose all your saved money!

GEOTHER MAL 2 YEAR OF RESOURCES ENERGY ACTIVITY SHEET

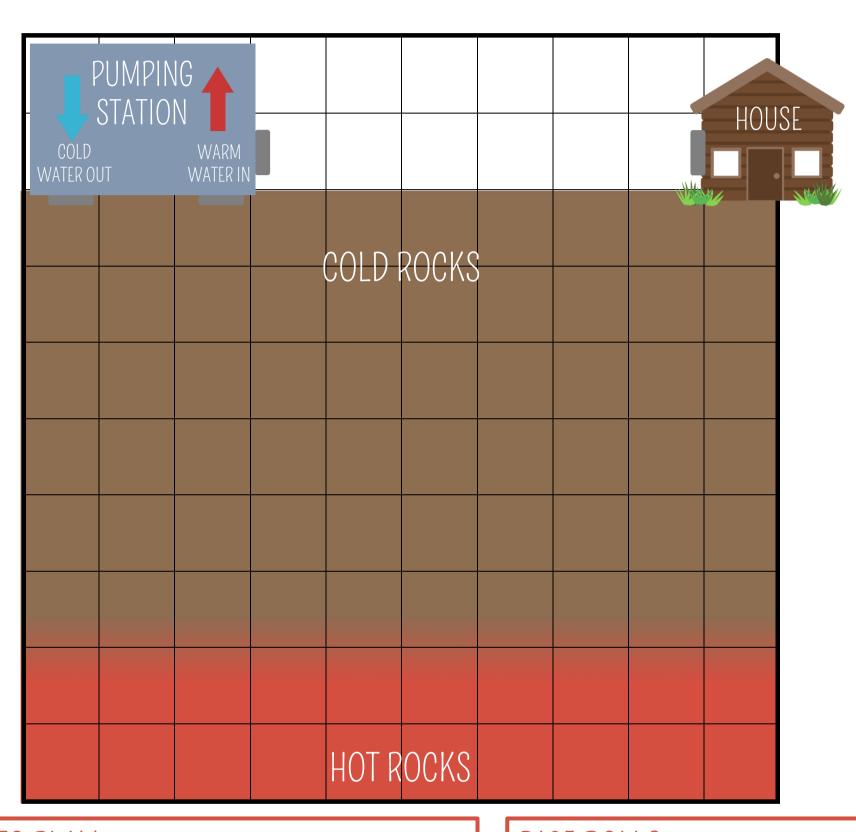




£20,000 £30,000







HOW TO PLAY

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect geothermal power station to the house. Any remaining money can be saved and used in your next turn.

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

=£10,000

2 = £20,000

3 = £30,000

4 = £40,000

b = Government grant, gain £80,000!

6 = Subsidies withheld! £0!

NUCLEAR ENERGY ACTIVITY SHEET

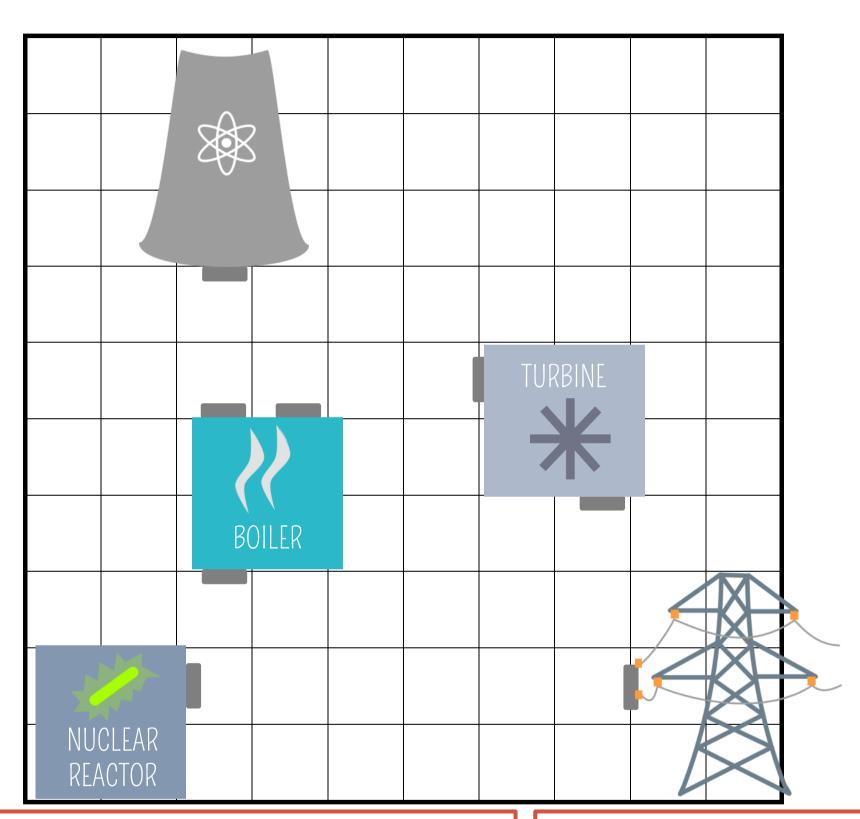




£30,000 £40,000







HOW TO PLAY

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect the components of your nuclear power station to the National Grid. Any remaining money can be saved and used in your next turn.

You have to connect:

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

The first person to produce electricity wins!

DICE ROLLS

=£10,000

2 = £20,000

3 = £30,000

4 = £40,000

5 = £50,000

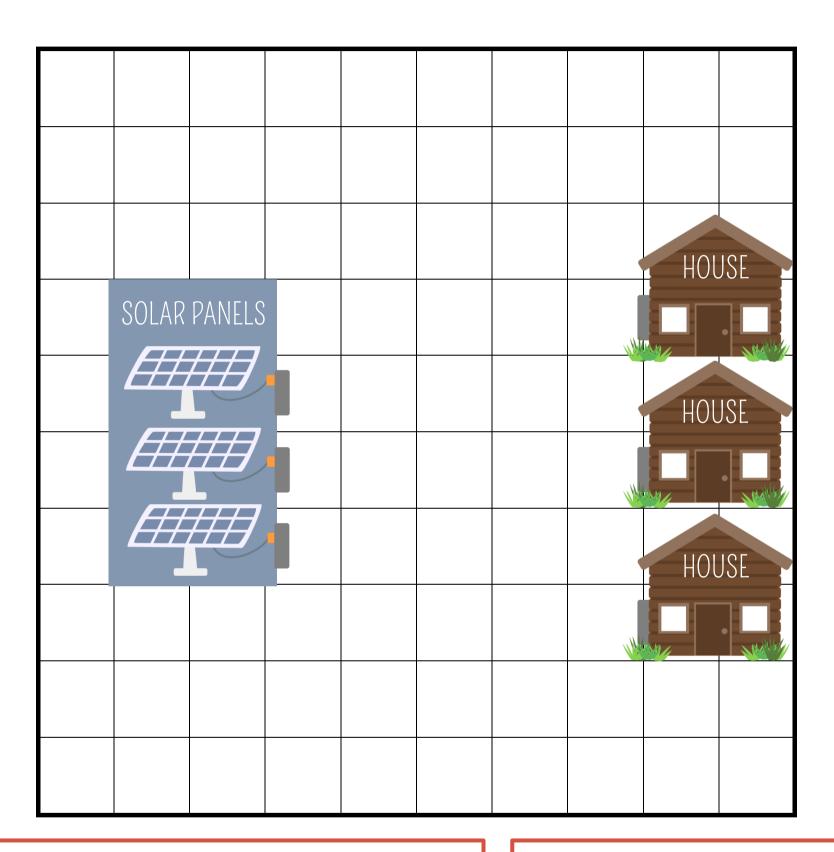
6 = Deal with the waste! Lose all your saved money.

SOLAR ENERGY ACTIVITY SHEET

£20,000 £30,000







HOW TO PLAY

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect your solar panels to the houses. Any remaining money can be saved and used in your next turn.

You have to connect:

THREE SOLAR PANELS to the THREE HOUSES

The first person to produce electricity wins!

DICE ROLLS

1 = £10,000

2 = £20,000

3 = £30,000

4 = £40,000

5 = £50,000

6 = Cloud cover! £0!

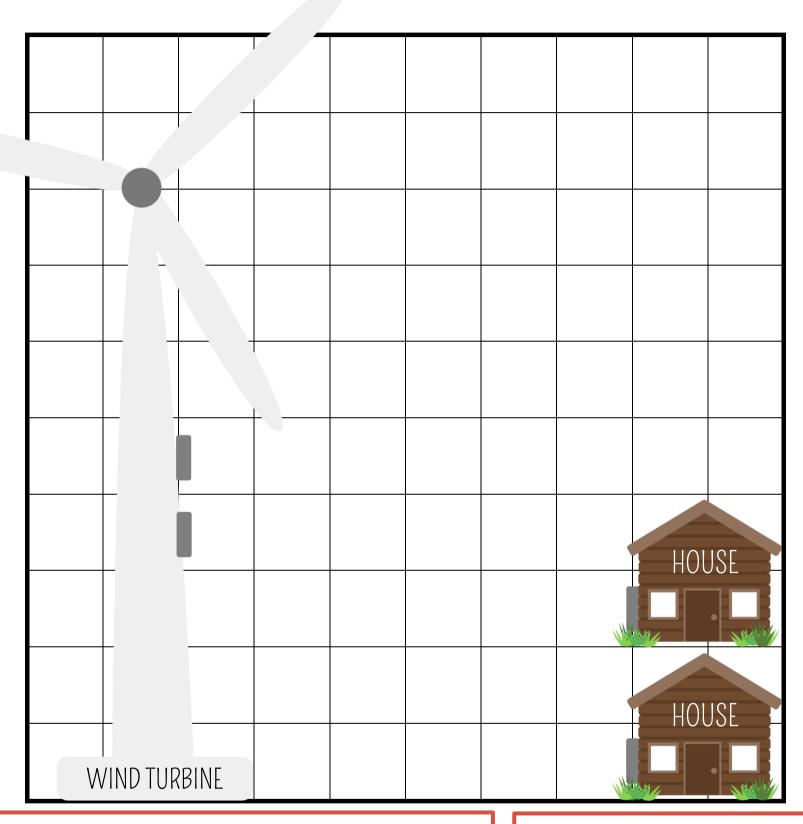
ENERGY ACTIVITY SHEET











HOW TO PLAY

Take turns to roll the dice. The number on the dice decides how much money you get each turn. Money is used to buy pipes which you must use to connect your wind turbine to your houses.

Any remaining money can be saved and used in your next turn.

You have to connect:

WIND TURBINE to the <u>TWO</u> HOUSES

The first person to produce electricity wins!

DICE ROLLS

=£10,000

2 = £20,000

3 = £30,000

4 = £40,000

5 = £50,000

6 = No wind! £0!