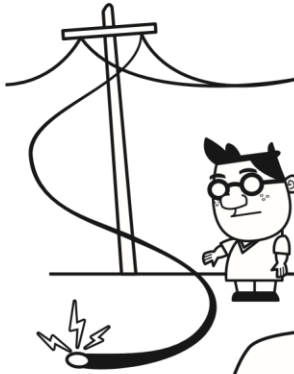


SHOCKING & PUZZLING



ACROSS ➡

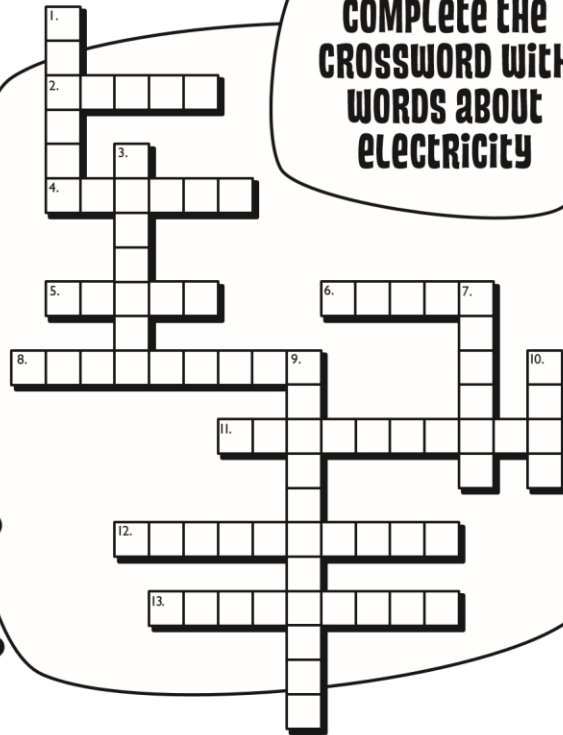
2. In order to use electrical energy, it is converted to _____.
4. Where electricity wants to travel
5. A small flash of light, a sign of danger
6. What electricity travels through
8. We can generate more
11. Use this to adjust the temperature
12. Saving power
13. When an appliance is working at its best, it's known as...

DOWN ⬇

1. The easiest way to avoid phantom power is to _____ your equipment.
3. Pressures electricity to go where it's needed
7. What's your goal?
9. _____ is a form of energy.
10. A conductor gives electricity a _____.



COMPLETE THE
CROSSWORD WITH
WORDS ABOUT
ELECTRICITY



WORD JUMBLE

These words have been jumbled.
What are they?

1. MARGEPEA _____
2. ISLARSNTOU _____
3. NLHTNIGIG _____
4. GYENRE _____
5. DCCUONTRO _____
6. DCRO _____
7. ICIUCTR _____
8. AFLHS _____
9. DZHAAR _____
10. EECTSRP _____
11. REPSSUER _____
12. PRPECO _____
13. UANMMIUL _____
14. UTOTLE _____
15. KOHSC _____

LEARN THE TERMS!

INSULATORS are materials that make it more difficult for electricity to travel through them, such as glass, ceramic, porcelain, rubber or air.

CONDUCTORS are materials that electricity can travel through fast and easily, such as copper, aluminum, water... and you.

AMPS OR AMPERAGE is the volume of electricity used. For instance, the stove in your kitchen uses more amps of electricity than your electric toothbrush.

VOLTAGE is the electrical pressure necessary to direct electricity to where it is needed, for example to a light bulb or your television.

ANSWERS: CROSSWORD: ACROSS 2. POWER, 4. GROUND, 5. SPARK, 6. WIRES, 8. RENEWABLE, 11. THERMOSTAT, 12. CONSERVING, 13. EFFICIENT DOWN 1. UNPLUG, 3. VOLTAGE, 7. SAFETY, 9. ELECTRICITY, 10. PATH
WORD JUMBLE: 1. AMPERAGE 2. INSULATORS 3. LIGHTNING 4. ENERGY 5. CONDUCTOR 6. CORD 7. CIRCUIT 8. FLASH 9. HAZARD 10. RESPECT 11. PRESSURE 12. COPPER 13. ALUMINUM 14. OUTLET 15. SHOCK



BUILD A 72-HOUR EMERGENCY KIT FOR YOUR FAMILY HOME

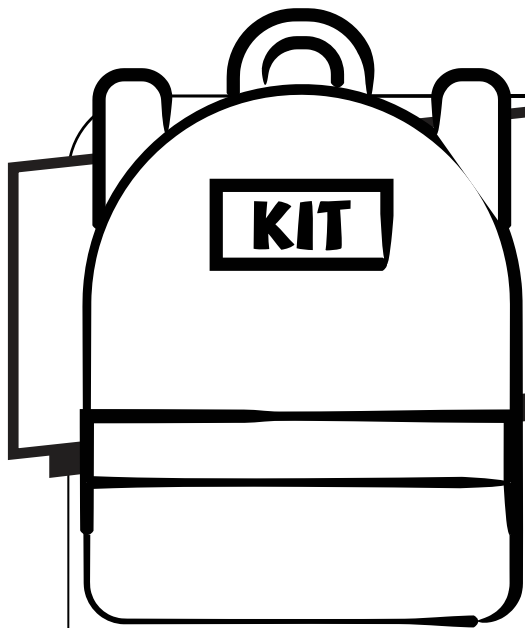
**CHECK THE TEN ITEMS FROM
THE LIST BELOW THAT YOU SHOULD
INCLUDE IN YOUR KIT:**



- | | |
|---|---|
| <input type="radio"/> BOTTLES OF WATER | <input type="radio"/> BATTERIES |
| <input type="radio"/> CANS OF FOOD | <input type="radio"/> KITCHEN SINK |
| <input type="radio"/> TEDDY BEAR | <input type="radio"/> CASH |
| <input type="radio"/> FIRST AID KIT | <input type="radio"/> BLANKETS |
| <input type="radio"/> FLASHLIGHT | <input type="radio"/> KNIFE OR MULTI-TOOL |
| <input type="radio"/> VIDEO GAME | <input type="radio"/> BAG OF CANDY |
| <input type="radio"/> HAND CRANK OR
BATTERY-OPERATED RADIO | <input type="radio"/> HAND SANITIZER |

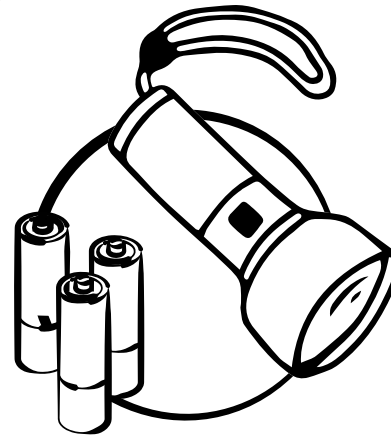
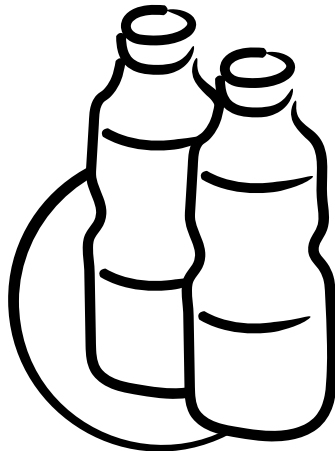
STAY SAFE. BE PREPARED.
BUILD A 72-HOUR EMERGENCY KIT FOR YOUR HOME.



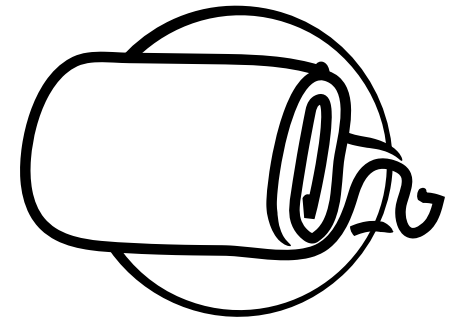


STAY SAFE. BE PREPARED.
**BUILD A 72-HOUR
EMERGENCY KIT FOR YOUR HOME.**

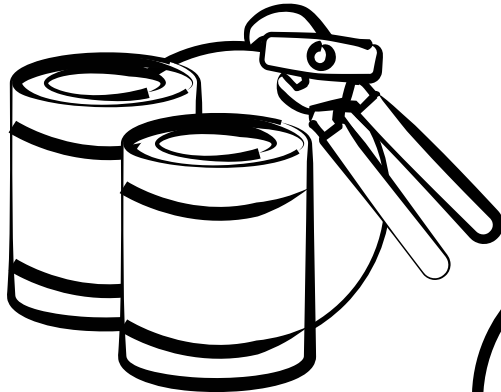
**BOTTLES
OF WATER**



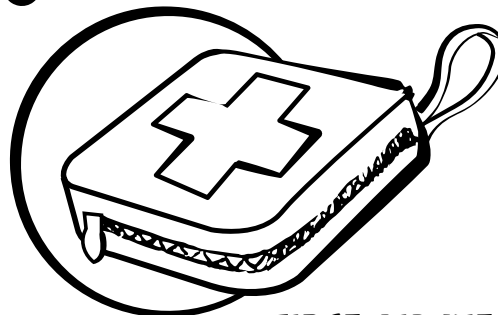
**A FLASHLIGHT
AND BATTERIES**



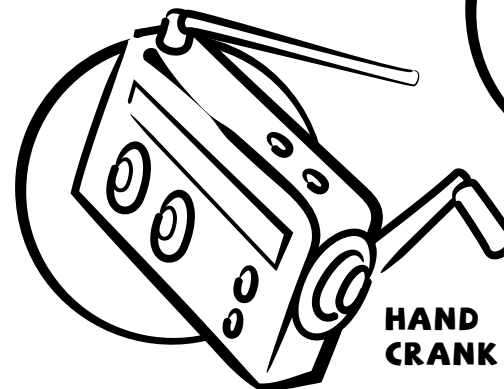
BLANKET



**CANS OF FOOD
AND CAN OPENER**



FIRST AID KIT



**HAND
CRANK RADIO**



CASH



FIND THE DIFFERENCE.

THERE ARE 12 DIFFERENCES. ARE YOU AS SMART AS A FOX?



FELIX



SAM



ANSWERS

blanket moved, radio crank deleted, Felix's glasses are black, can opener deleted, Sam's extra freckle, first aid symbol moved, extra batteries, missing can, Sam's tie, Felix's whiskers, soup can label, birds

SMART AS A FOX: WORD SEARCH



B Q T F J G **P L A N T**
 A Z W U O O L X C H E
 T R T A B O K R G A K
 T S K I T F D I Z I N
 E A X V C E L H N P A
 R F I R E H R E Q R L
 I E O O S C A G Y E B
 E T V A P U D O E P D
 S Y L F X J I Y N A E
 I F O M S B O U O R T
 H Y C N E G R E M E Y

EMERGENCY
 PREPARE
 SAFETY
 KIT
 WATER
 FOOD
 RADIO
 MONEY
 BLANKET
 FLASHLIGHT
 BATTERIES
~~PLAN~~



ANSWERS

B Q T F J G P L A N T
 A Z W U O O L X C H E
 T R T A B O K R G A K
 T S K I T F D I Z I N
 E A X V C E L H N P A
 R F I R E H R E Q R L
 I E O O S C A G Y E B
 E T V A P U D O E P D
 S Y L F X J I Y N A E
 I F O M S B O U O R T
 H Y C N E G R E M E Y

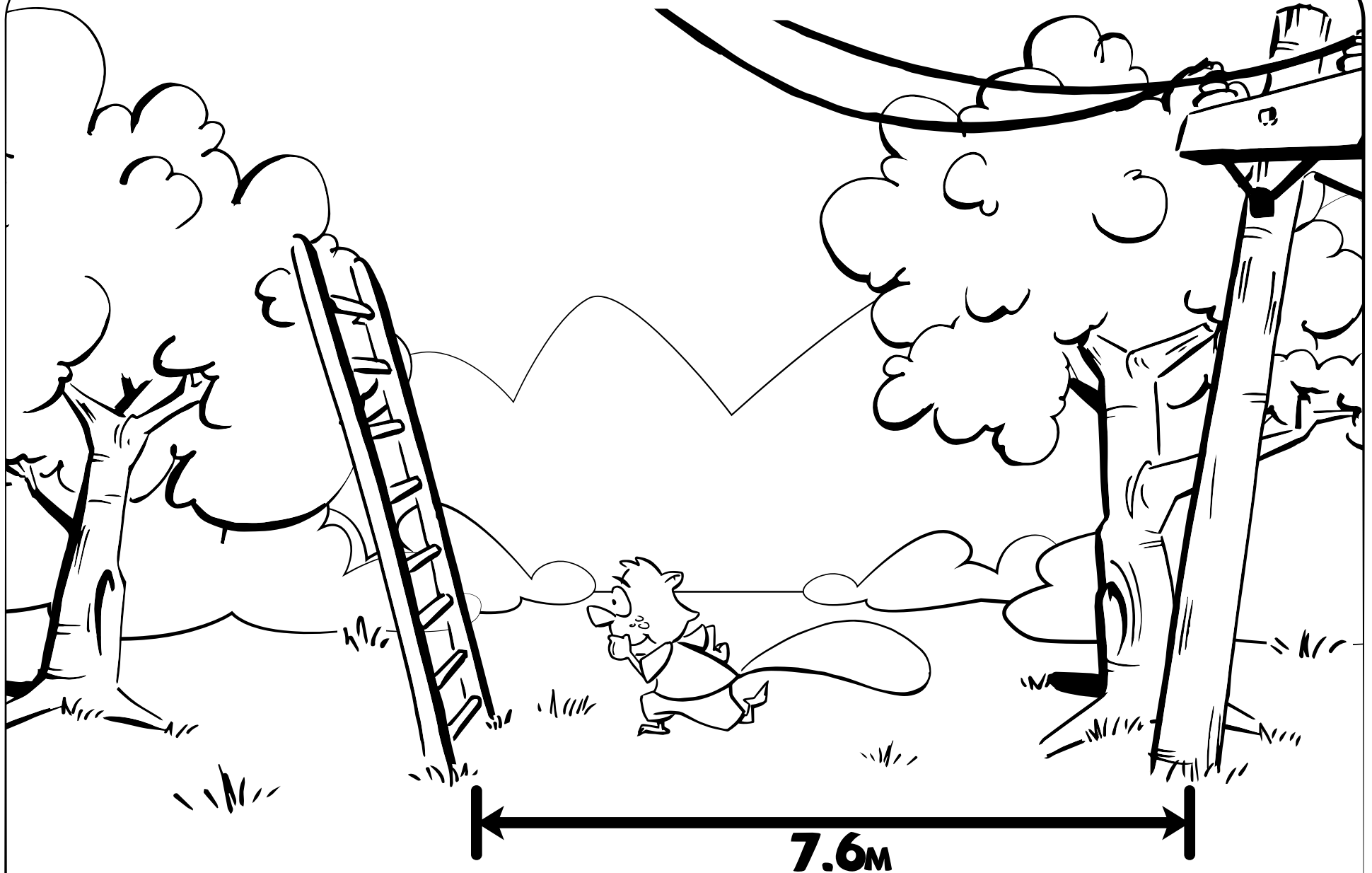
BEFORE DIGGING, ALWAYS:



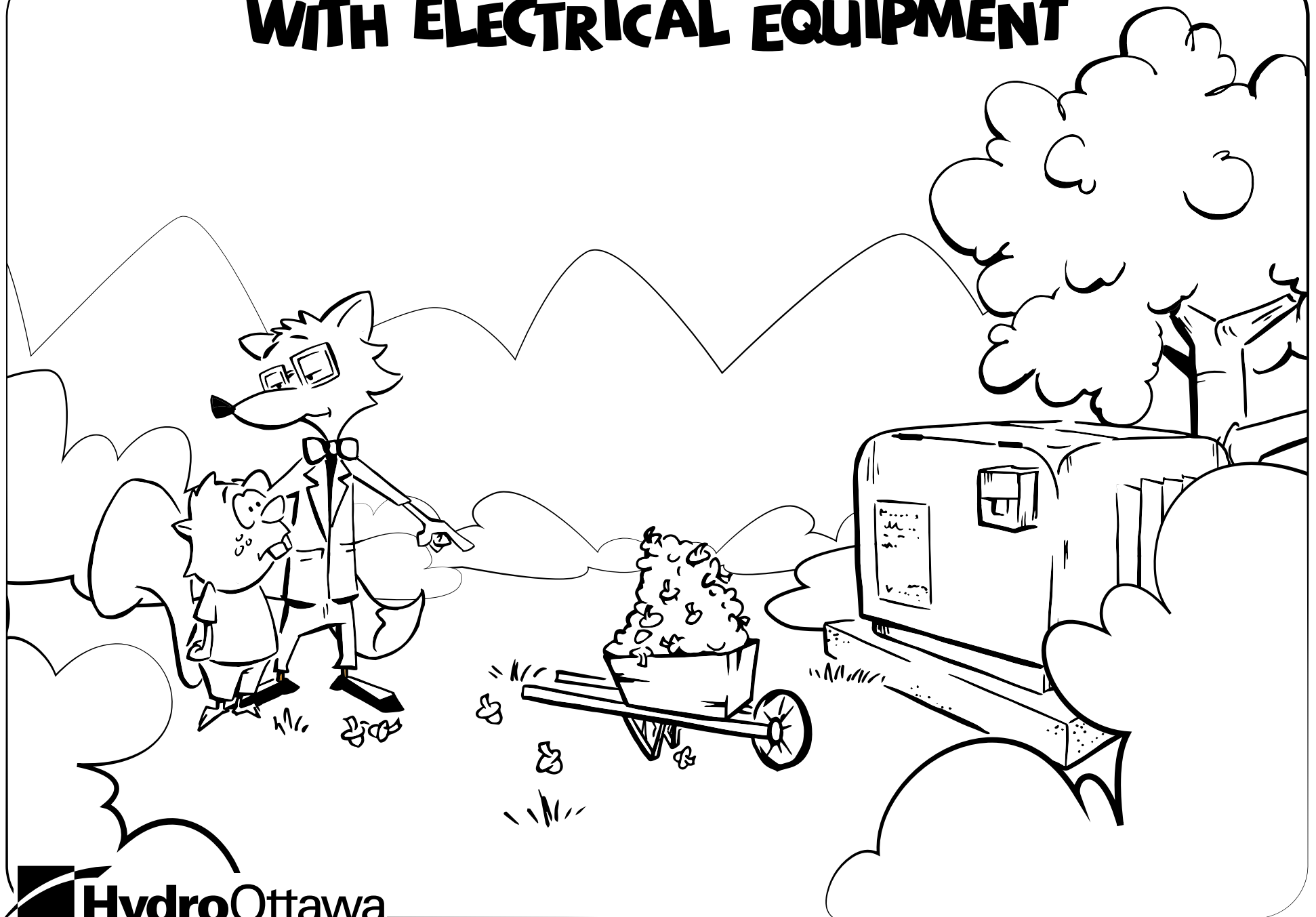
IT IS VERY DANGEROUS TO TOUCH A POWER LINE



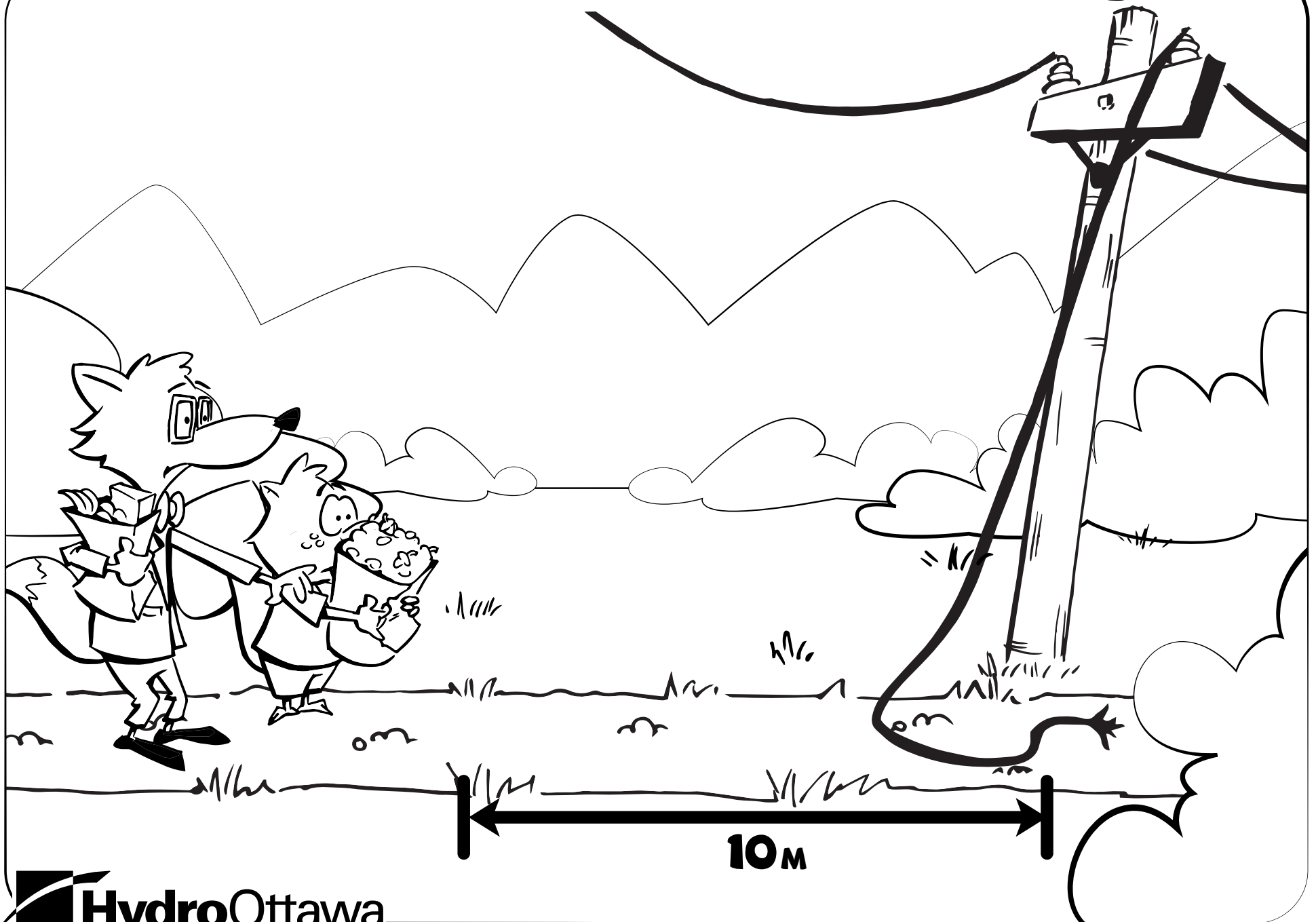
STAY AT LEAST 3 TO 6 METRES FROM POWER LINES



**IT IS VERY DANGEROUS TO TAMPER
WITH ELECTRICAL EQUIPMENT**

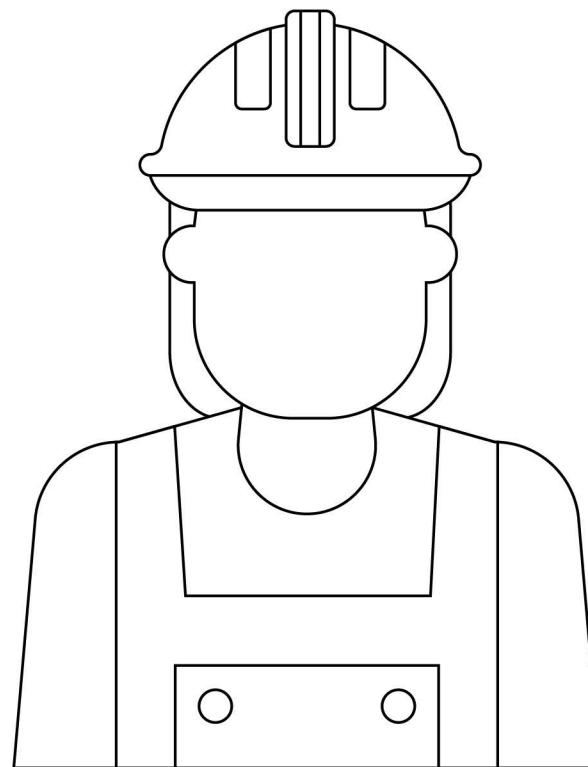
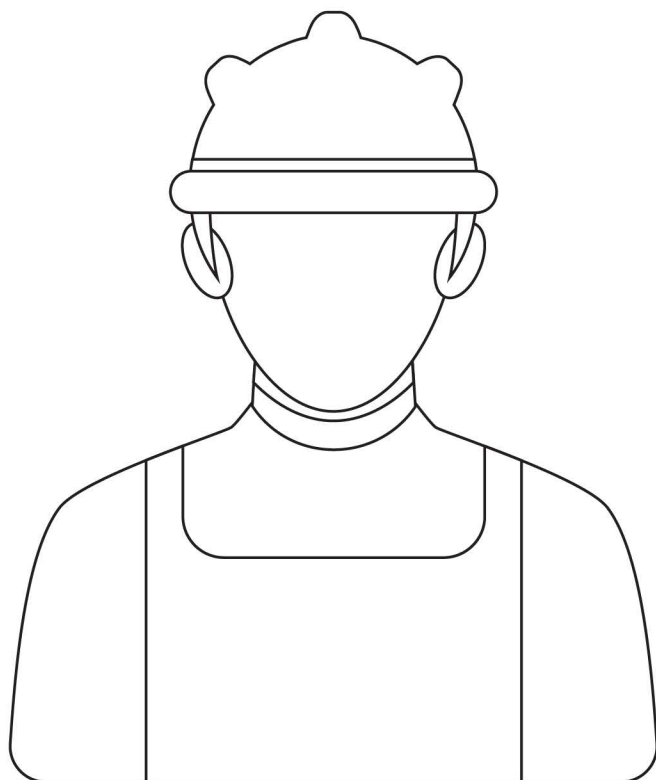


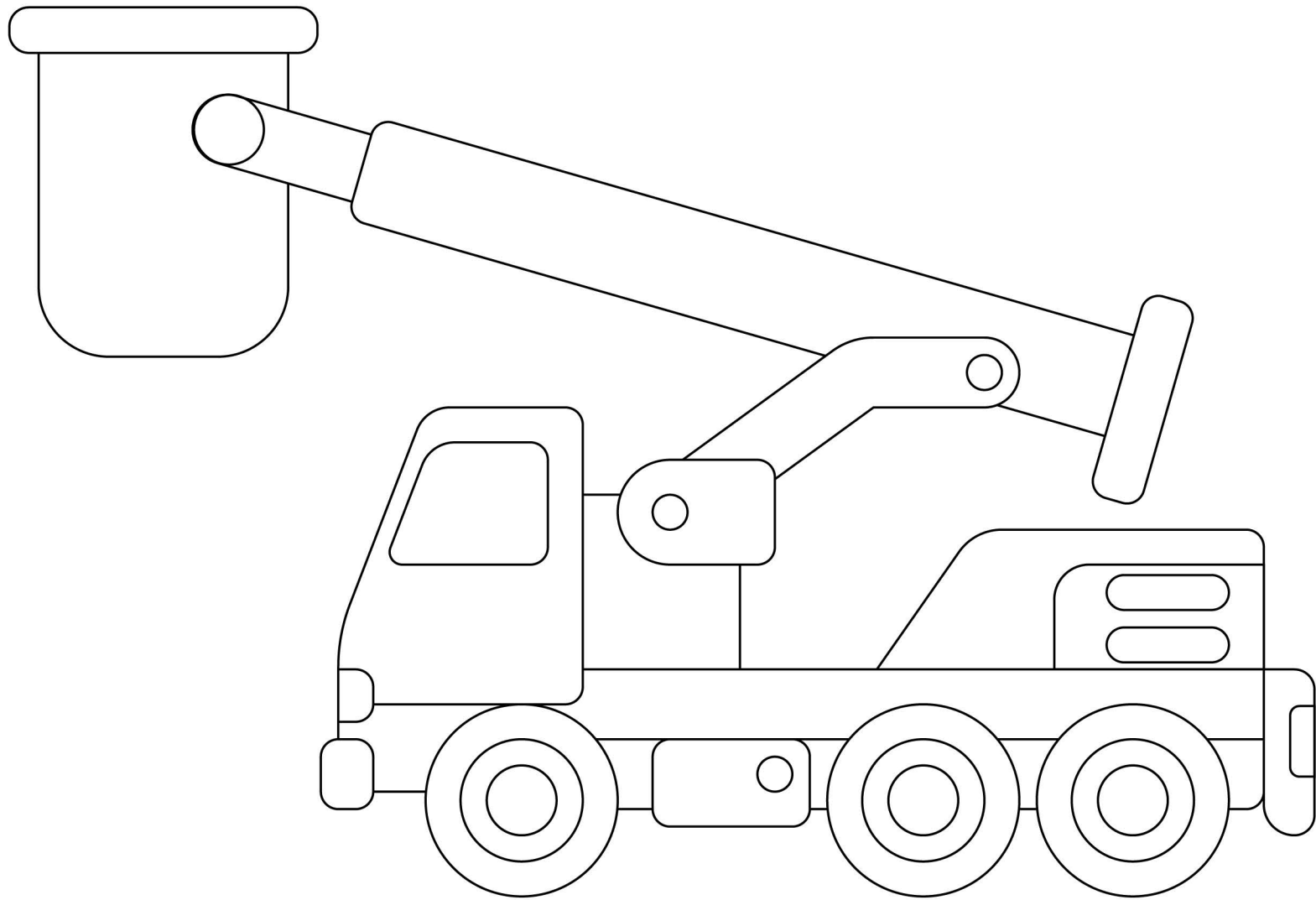
STAY 10 OR MORE METRES AWAY

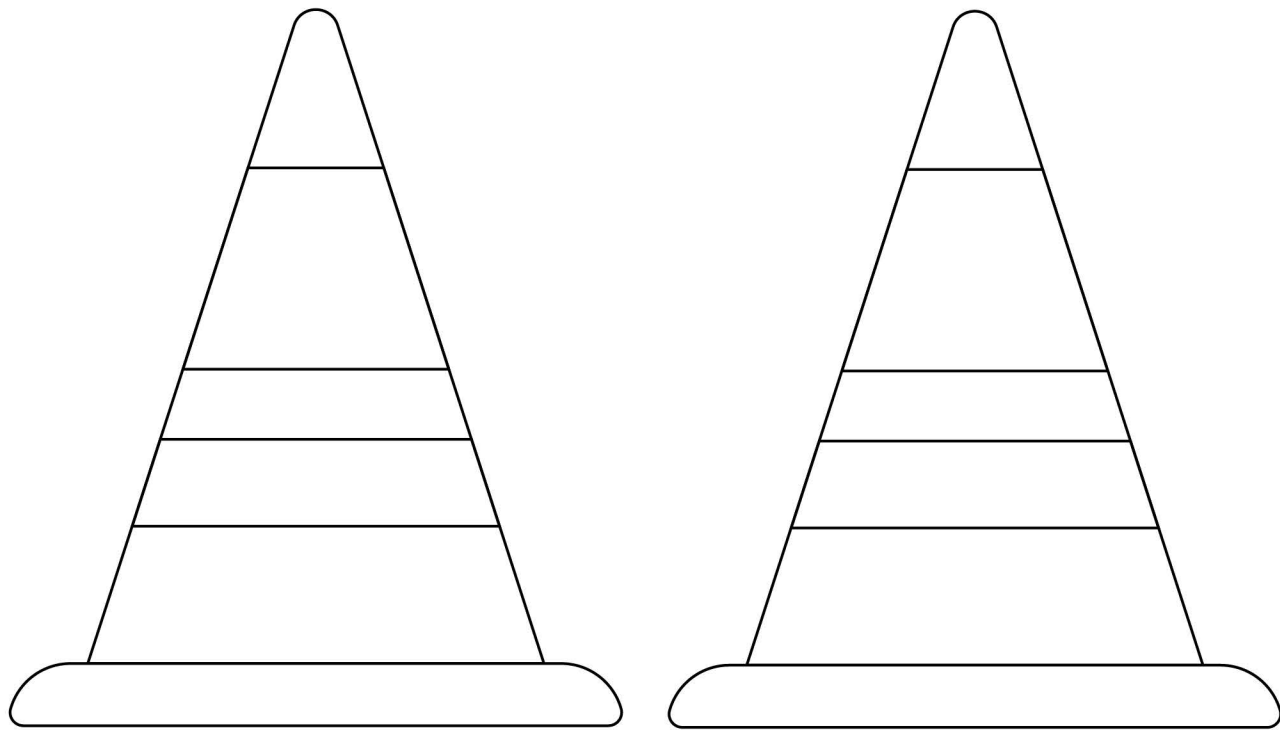


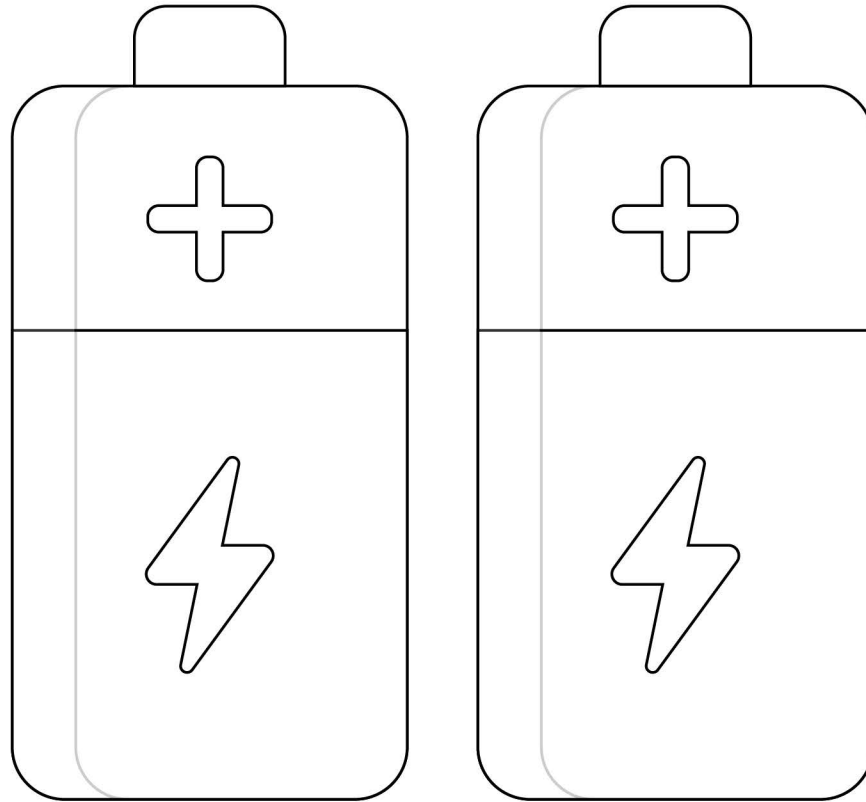
REMEMBER...

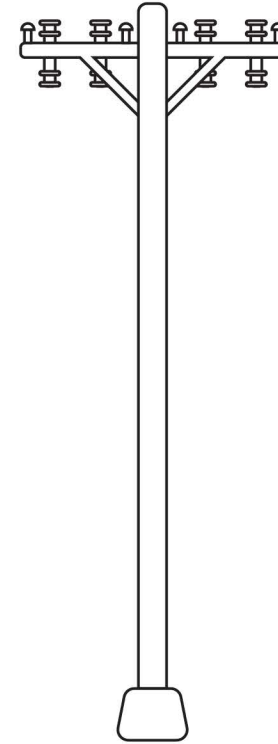
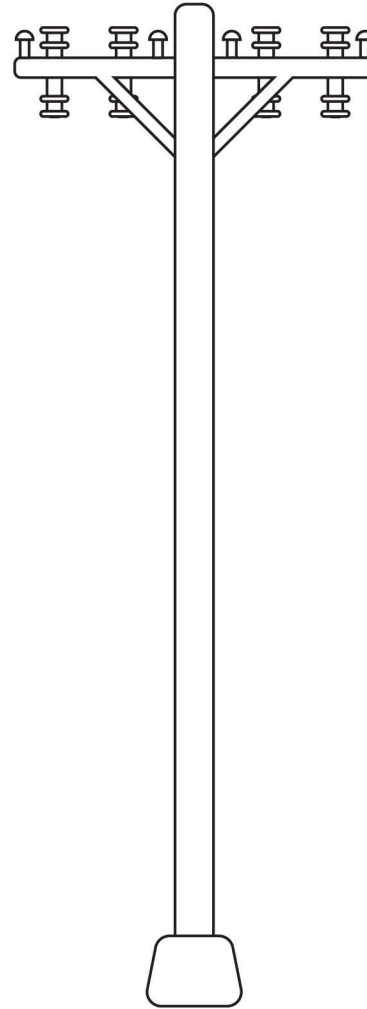
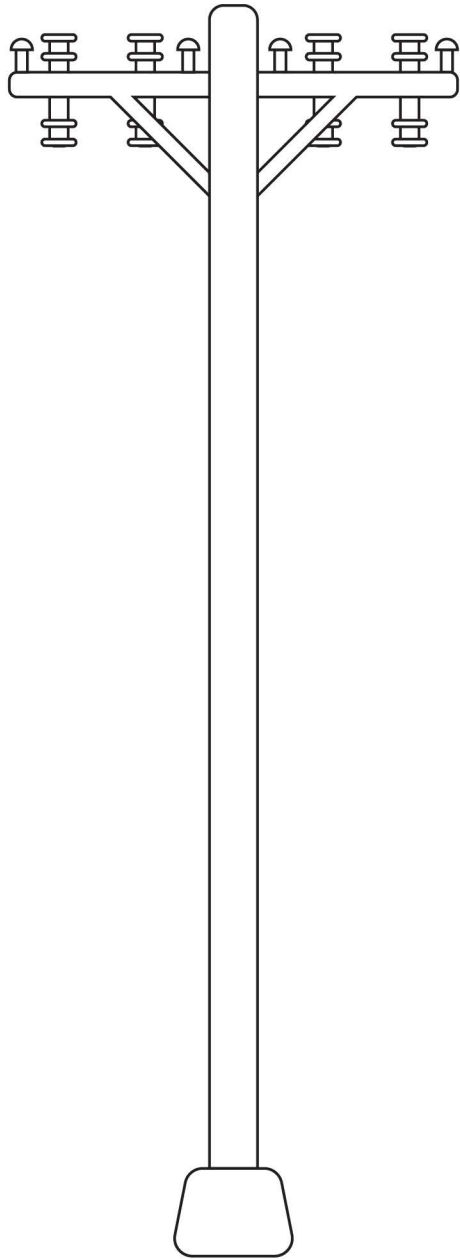
ALWAYS STAY IN
YOUR VEHICLE
UNTIL THE POWER
HAS BEEN
DISCONNECTED

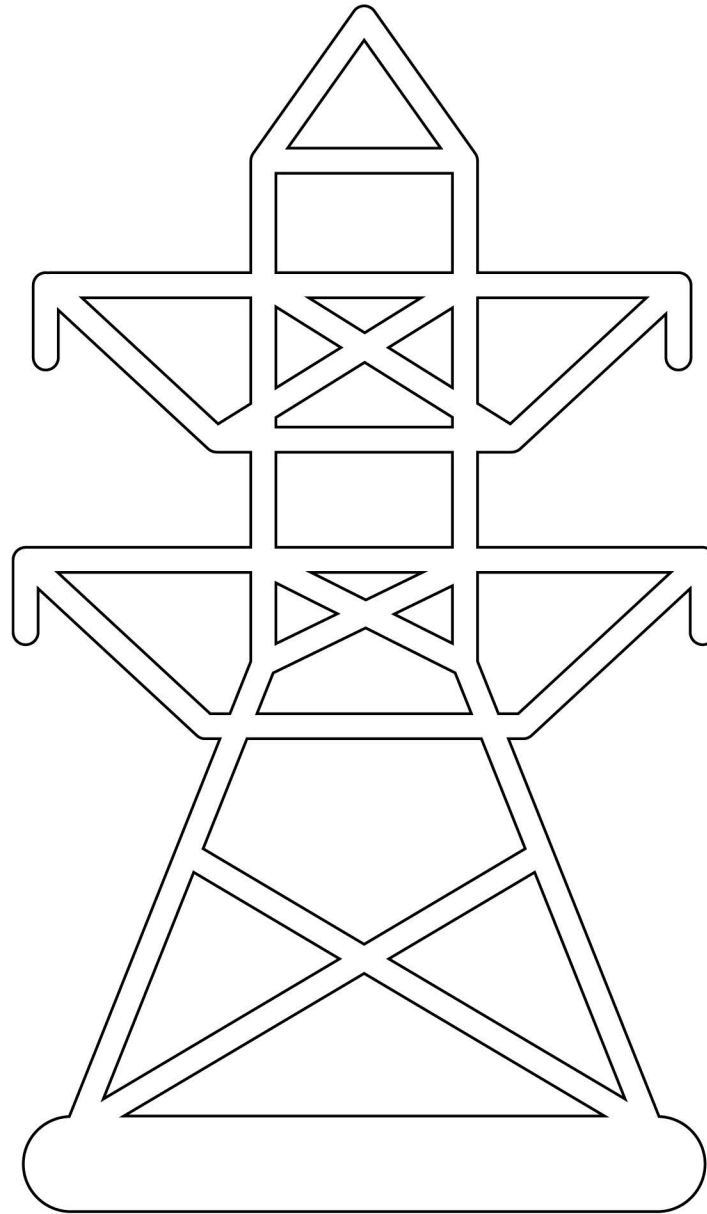


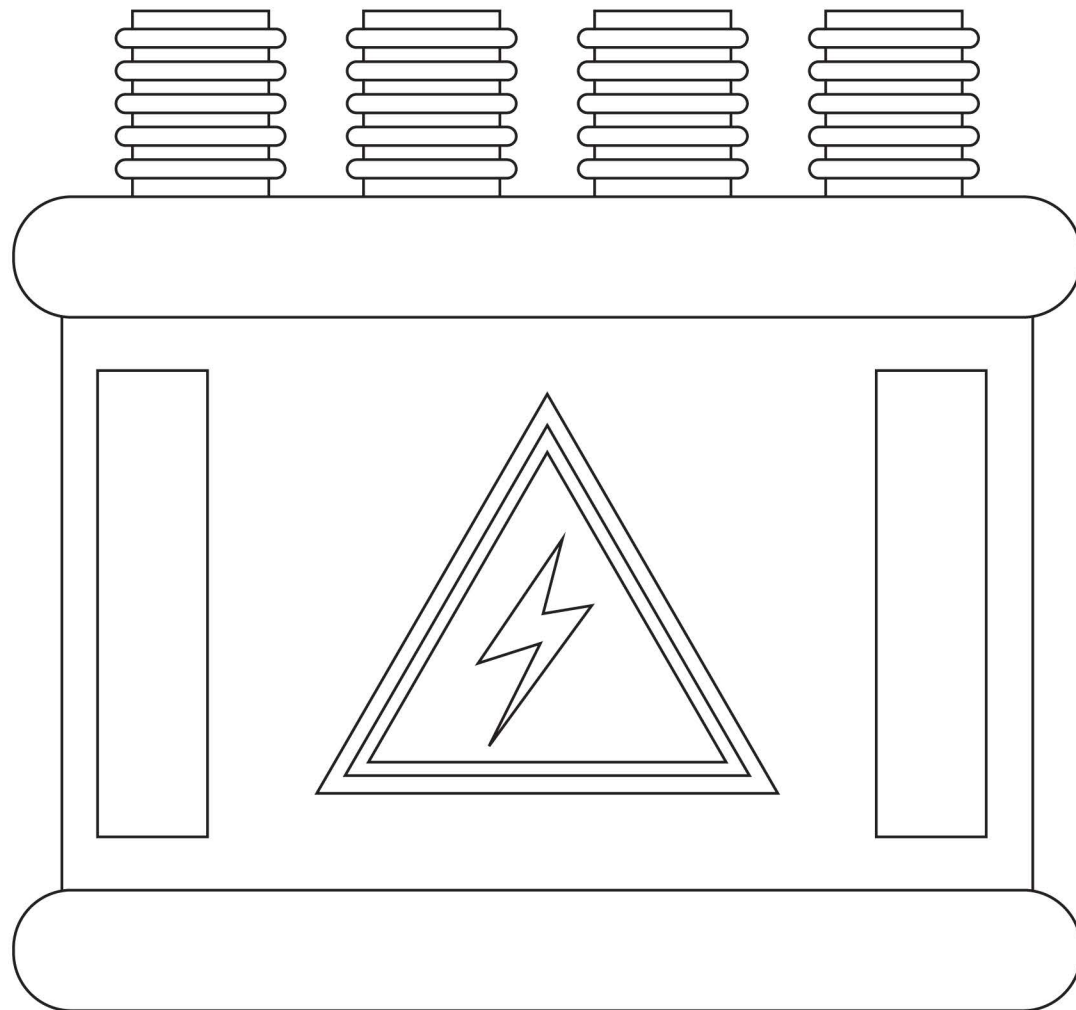


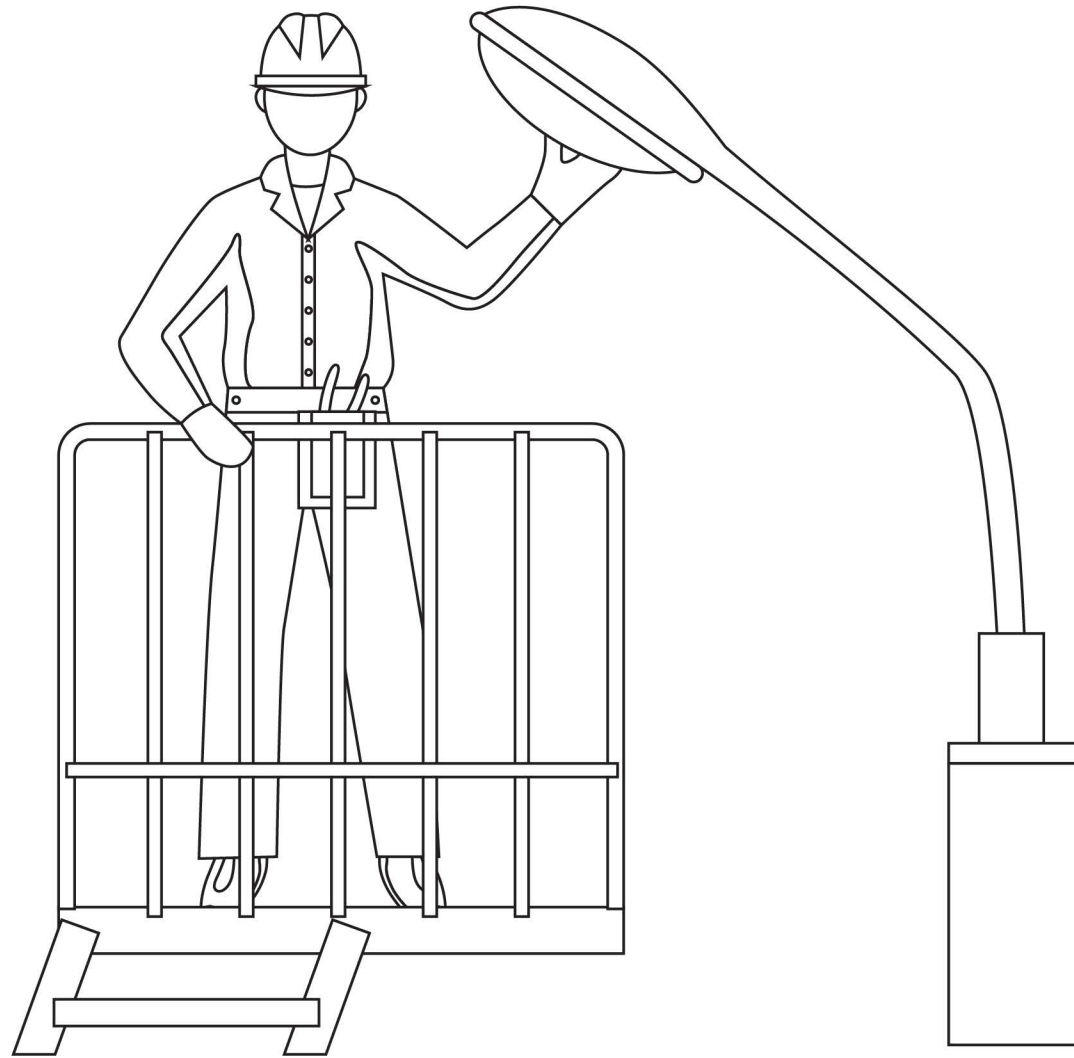












ENVARI