



1 • MATCH THE MACHINE TO THE FORM THAT MAKES IT GO

Draw a line from each picture to its energy medallion. (A grown-up reads the words.) Careful — one belongs to TWO medallions: give it two lines.



toaster toasting



HEAT



lamp glowing



LIGHT



ball sailing



ELECTRICITY



water boiling



solar calculator



MOVEMENT



windmill turning



2 • GUESS FIRST, THEN CIRCLE WHAT REALLY HAPPENED

The palm rub

After 20 seconds of rubbing, my hands will feel...

☐ warmer

☐ the same

The candle burn

The wax will... ☐ stay the same

☐ slowly get shorter

Its stored energy leaves as...

☐ nothing

☐ heat and light

The covered lamp

When the lamp is covered, the room will...

☐ stay a little bright

☐ go fully dark



1 • THE HOME ENERGY HUNT

Walk the house with a grown-up. For each machine, circle the form of energy going IN, and the form coming OUT. (H = heat, L = light, E = electricity, M = movement)

THE MACHINE	ENERGY IN	ENERGY OUT
lamp	H L E M	H L E M
toaster	H L E M	H L E M
fan	H L E M	H L E M
sun on the pavement	H L E M	H L E M
my own legs running	food (stored)	H L E M
one more we found: (grown-up writes it)	H L E M	H L E M

2 • CIRCLE EVERYTHING THAT IS HOLDING ENERGY FOR LATER

Five things on the shelf. Circle each one that has stored energy waiting inside it. (Hint: more than one!)



battery



candle



wound-up toy



stretched band



log for the fire

Tell a grown-up: how does the energy come OUT of each one you circled?