

# COAL

## ENERGY ACTIVITY SHEET

2018

YEAR OF RESOURCES



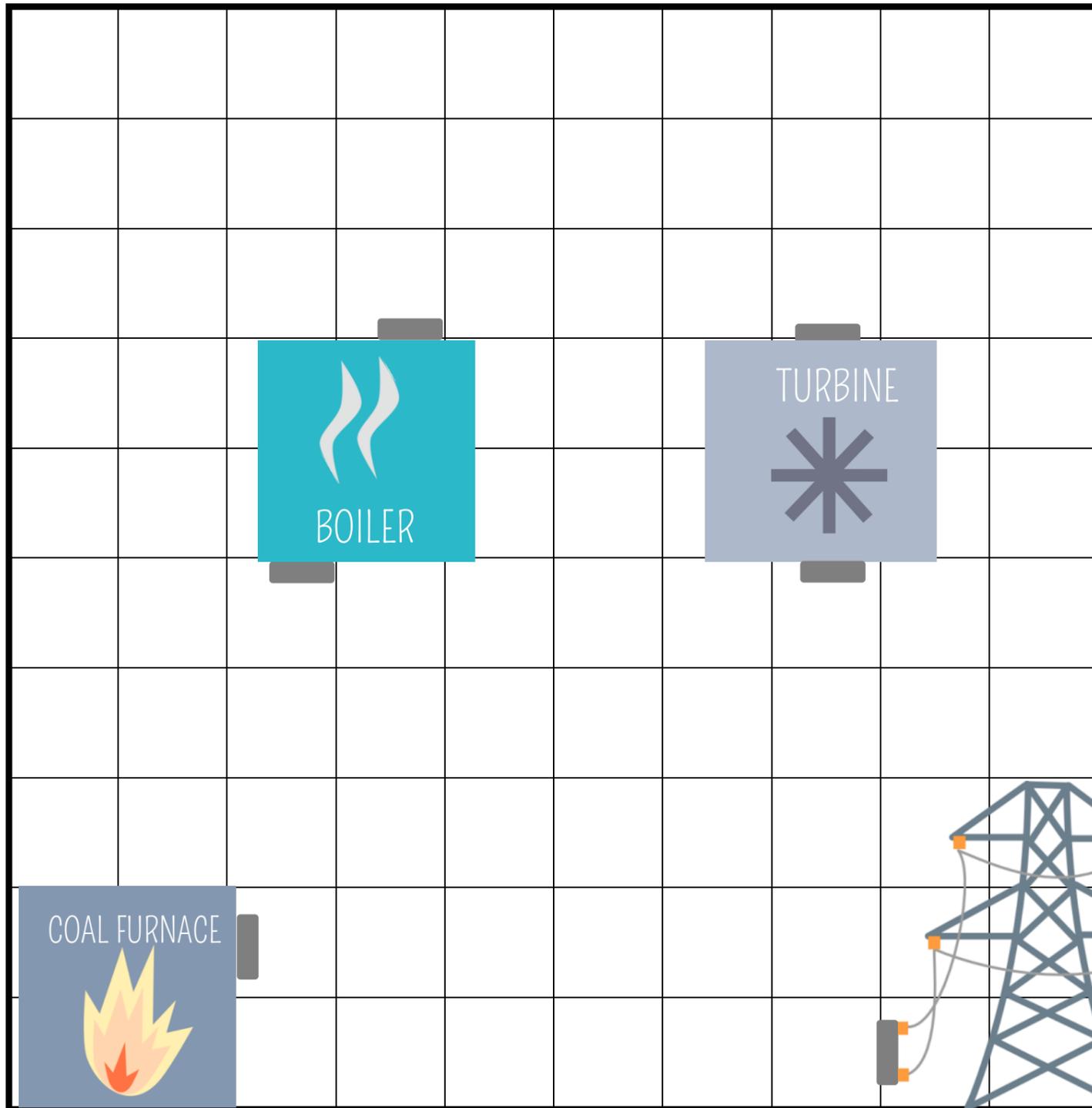
The Geological Society

-serving science, profession & society

£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 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

1 = Fined for CO<sub>2</sub> emissions, lose all your saved money!

2 = £20,000

3 = £30,000

4 = £40,000

5 = £50,000

6 = Fined for SO<sub>2</sub> emissions, lose all your saved money!

# GAS

## ENERGY ACTIVITY SHEET

2018

YEAR OF RESOURCES



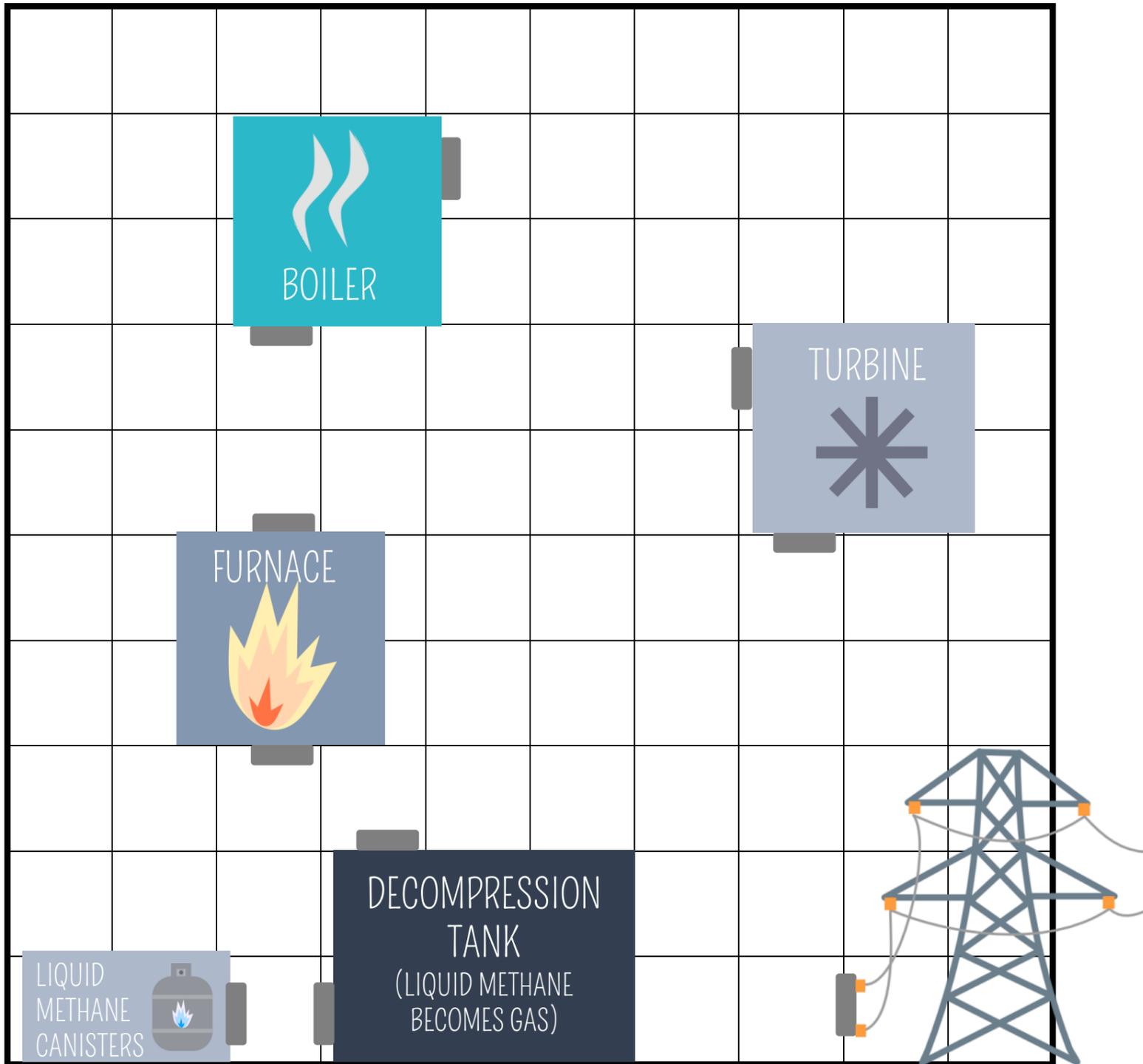
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£20,000



£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 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

1 = Political unrest! £0!

2 = £20,000

3 = £30,000

4 = £40,000

5 = £50,000

6 = Fined for CO<sub>2</sub> emissions, lose all your saved money!

# GEOHERMAL ENERGY ACTIVITY SHEET

2018

YEAR OF RESOURCES



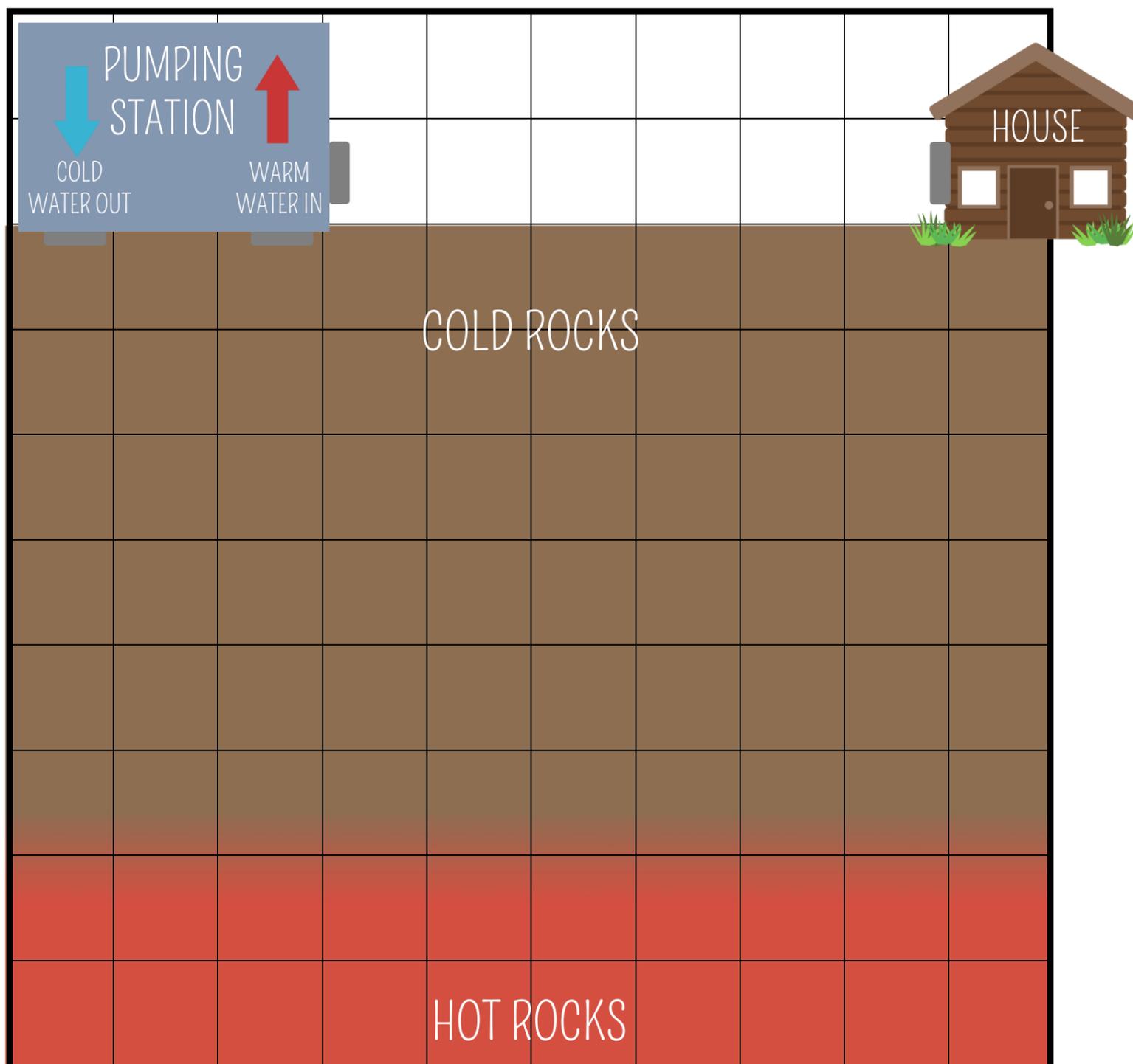
The Geological Society

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£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

1 = £10,000

2 = £20,000

3 = £30,000

4 = £40,000

5 = Government grant, gain £80,000!

6 = Subsidies withheld! £0!

# NUCLEAR

## ENERGY ACTIVITY SHEET

2018

YEAR OF RESOURCES



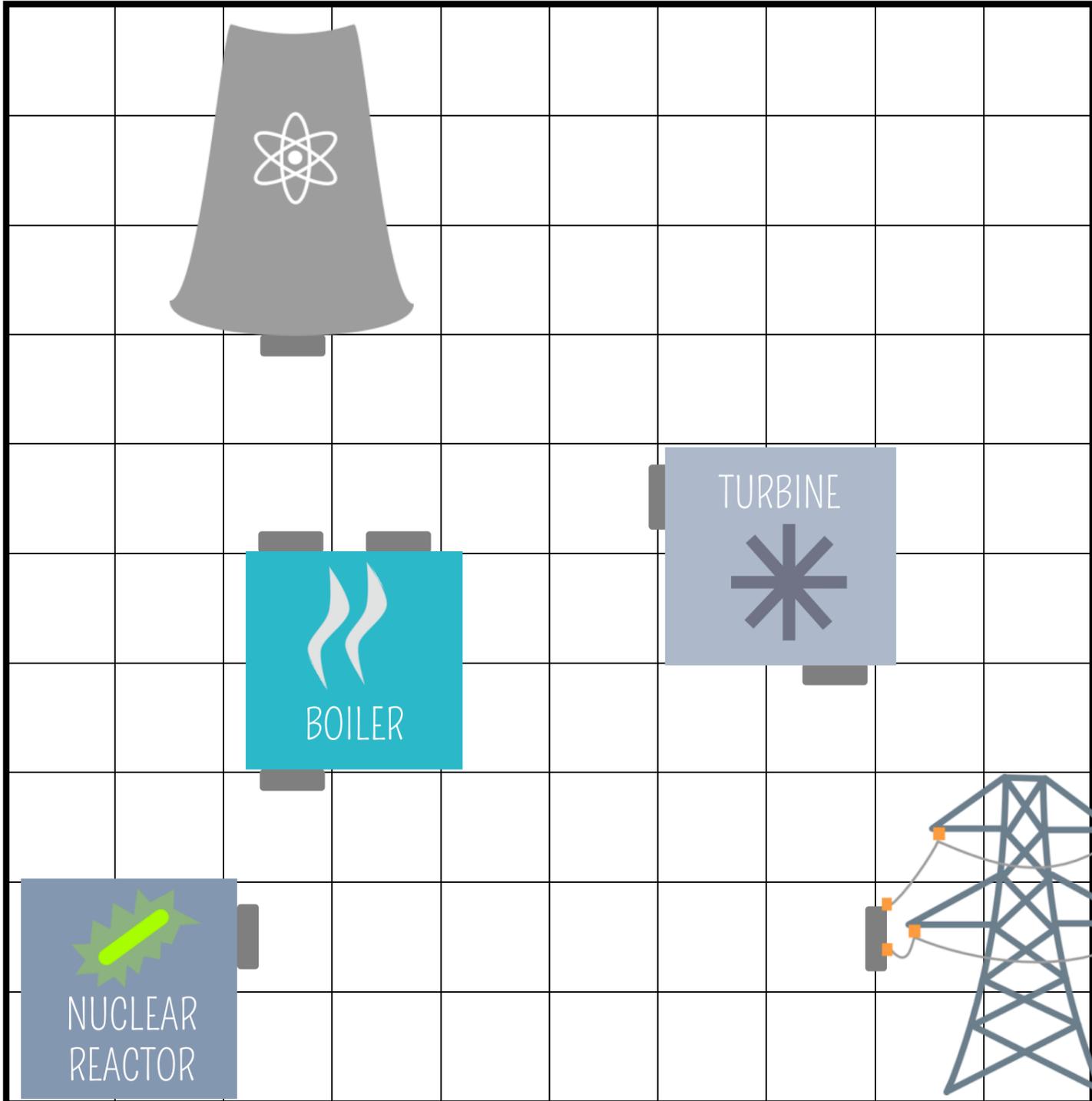
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£30,000



£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

- 1 = £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

2018

YEAR OF RESOURCES



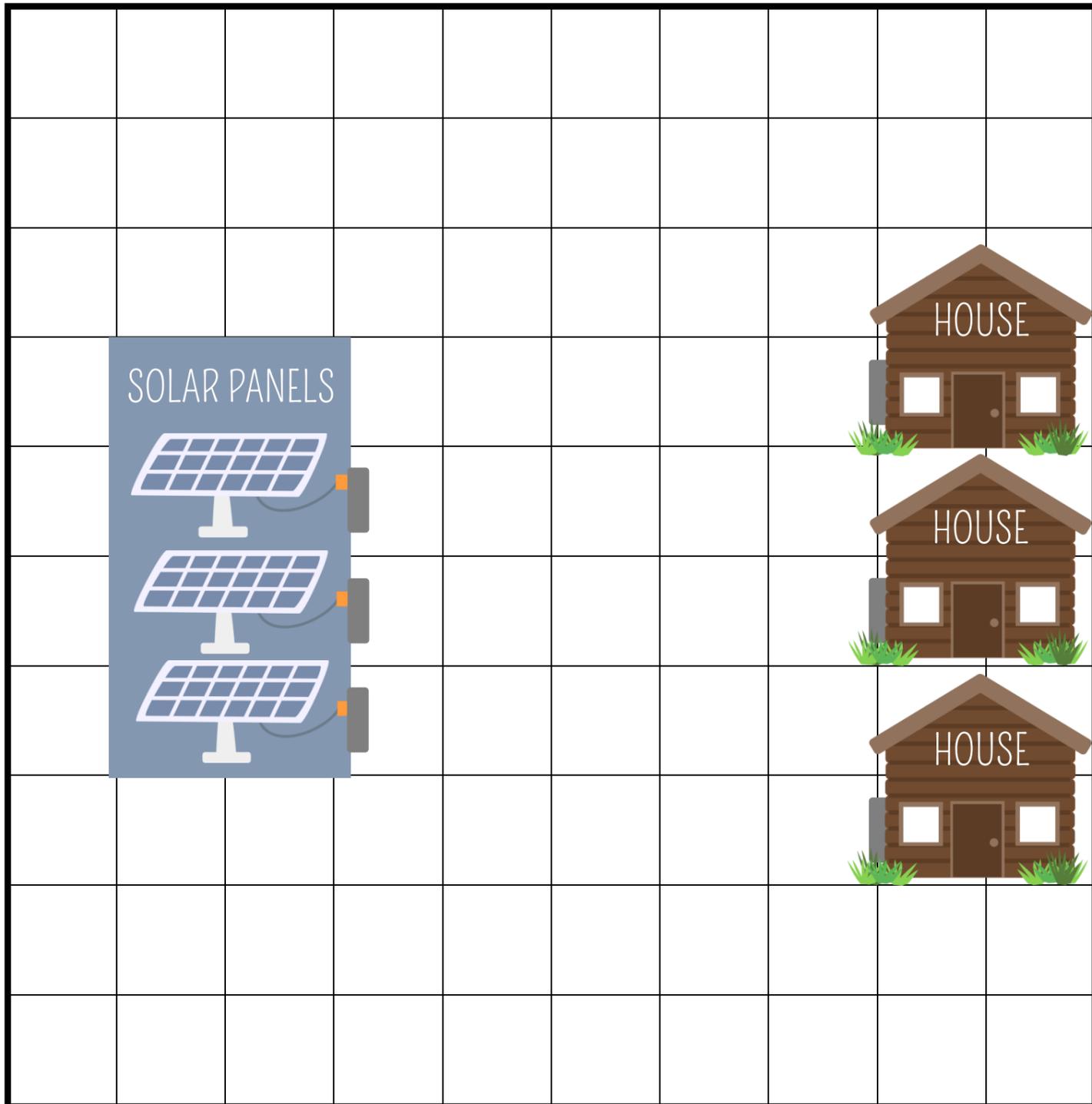
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£20,000



£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!

# WIND ENERGY ACTIVITY SHEET

2018

YEAR OF RESOURCES



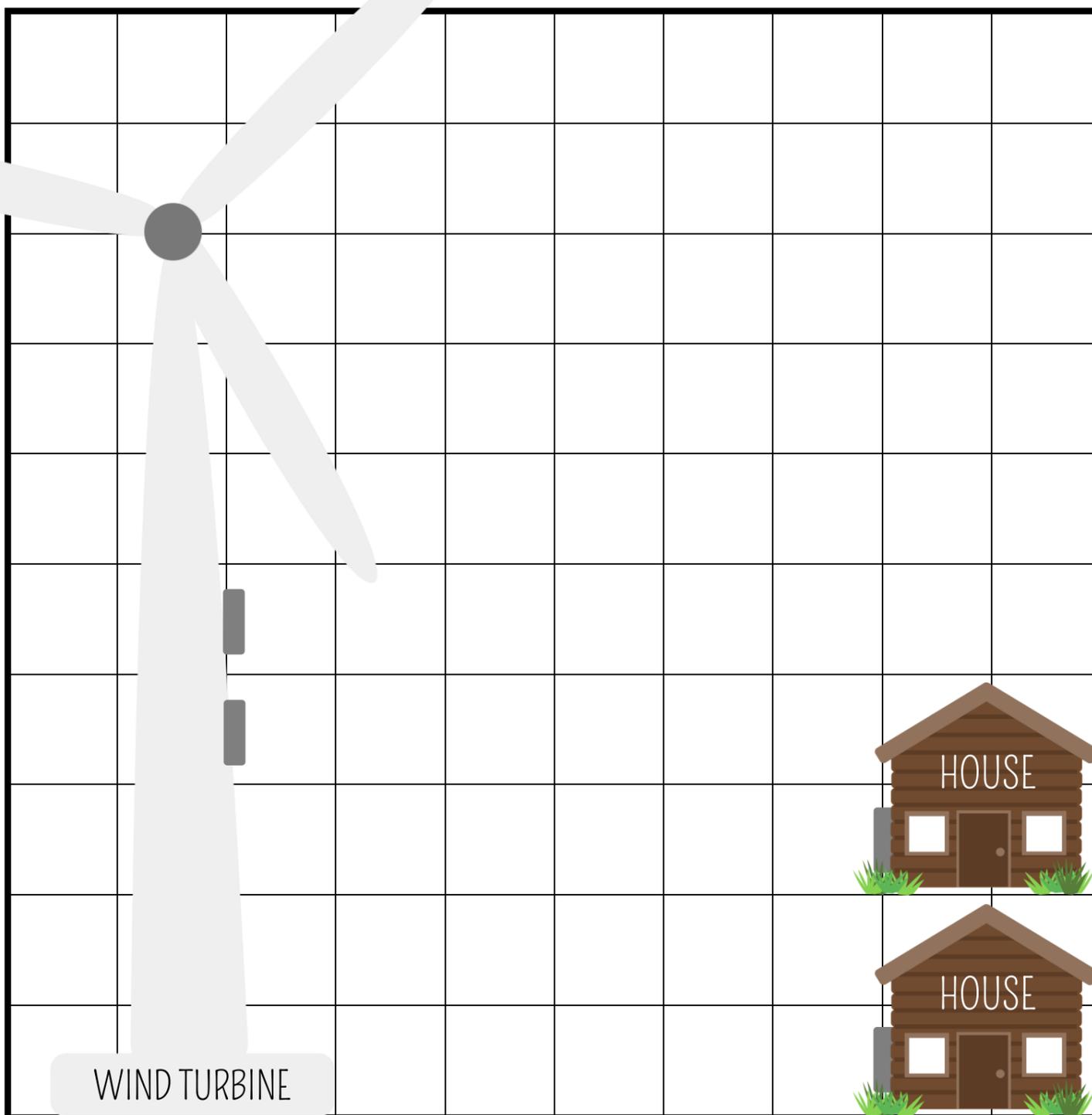
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£20,000



£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 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 TWO 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 = No wind! £0!