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Exploring the usage of Puzzlemaker.com

Overview

My lesson is basic on introducing an excellent website that will provide a great aid for creating variety of different worksheets. I have also included several examples of worksheets that I use in my classroom for extra credit. You may come up with 10 questions of your own and cut and copy them to the worksheet.

Enduring Results

Technological Literacy Standards and Benchmarks

1. **A.8.7** Discover that human will or desire can lead to the design of new technology in order to seize an opportunity or solve a problem.

Objectives

1. Students will be able to get additional repetition on the vocabulary and module.

Teacher Preparation

Teacher must have additional questions that are important for the students to understand before completing the unit.

Content Outline

- A. Teacher must have questions that are fill-in-the-blank form.
- B. Open up www.Puzzlemaker.com on the Internet.
- C. Select Word Find from the drop down menu
- D. Follow the directions in completing the upper portion of worksheet.
- E. Copy and Paste the questions and word bank.

Activities / Case Studies

My lesson is to inform other teachers how quick and easy it is to use puzzlemaker.com and provide examples that I use in my classroom. I teach 7th and 8th grade exploration module classes. During post-test days, students usually have an extra 10 minutes that I use for extra credit. I have provided examples to look at.

Assessment

These activities are provided to students who need additional practice with the vocabulary for enrichment.

Resources

Computer, paper and the web site www.puzzlemaker.com

About the Author

I graduated from UW-Stout in May of 2000. In the fall of 2000, I accepted a Tech Ed. position at Edison Middle School in Janesville, Wisconsin. My position includes teaching 7th grade nine week required courses and 8th grade one semester elective classes. I graduated from National-Louis University with a Master's Degree in Interdisciplinary Curriculum and Instruction. I am completing my fifth year of teaching at Edison. Other responsibilities include technology education department leader, coaching golf, and coaching basketball

Space & Rocketry

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

Name _____ Hour _____

1. The people of ancient civilizations were the first _____.
2. Ptolemy stated that _____ was the center of the heavens.
3. Nicolaus Copernicus stated that the _____ was at the center of the heavens.
4. Johannes Kepler developed a set of three _____.
5. Galileo invented a _____.
6. In 1200 A.D., Chinese used _____ as a defensive weapon.
7. _____ = force/mass
8. For every _____ there is an opposite and equal reaction.
9. Robert Goddard launched the first _____-propellant rocket in 1926.
10. Neil Armstrong and Edwin 'Buzz' Aldrin set foot on the _____.

Space & Rocketry

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

Name Master Copy
 Hour _____

1. The people of ancient civilizations were the first Astronomers.
2. Ptolemy stated that Earth was the center of the heavens.
3. Nicolaus Copernicus stated that the sun was at the center of the heavens.
4. Johannes Kepler developed a set of three laws.
5. Geleleo invented a telescope.
6. In 1200 A.D., Chinese used Fire Arrows as a defensive weapon.
7. Acceleration = force/mass
8. For every action there is an opposite and equal reaction.
9. Robert Goddard launched the first liquid -propellant rocket in 1926.
10. Neil Armstrong and Edwin 'Buzz' Aldrin set foot on the moon.

Animation

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

Name _____
 Hour _____

- One of the most popular animation toys of the 1800s was the _____.
- _____ developed most of the basic techniques and devices that animators would use for generations.
- The first animated film was *The Humorous Phases of* _____.
- _____ was Walt Disney's first talking cartoon character.
- Walt Disney's *Three Little Pigs* was the first animated film to use a _____.
- It takes 1,440 cels to fill each _____ of animated film.
- A cel must be made for each _____ exposure of a movie camera to make a standard animated motion picture.
- Visual images generated on a computer screen are called _____.
- A motion picture is a series of _____ pictures that are shown to a viewer in rapid order.
- To become a sketch artist a, _____ year degree in art is a minimum requirement.

Animation

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

Name master copy
 Hour _____

1. One of the most popular animation toys of the 1800s was the thaumatrope.
2. Winsor McCay developed most of the basic techniques and devices that animators would use for generations.
3. The first animated film was The Humorous Phases of Funny Faces.
4. Mickey Mouse was Walt Disney's first talking cartoon character.
5. Walt Disney's *Three Little Pigs* was the first animated film to use a storyboard.
6. It takes 1,440 cels to fill each minute of animated film.
7. A cel must be made for each frame exposure of a movie camera to make a standard animated motion picture
8. Visual images generated on a computer screen are called computer graphics.
9. A motion picture is a series of still pictures that are shown to a viewer in rapid order.
10. To become a sketch artist a, two year degree in art is a minimum requirement.

Desktop Publishing

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

Name _____
Hour _____

1. _____ is the term for the letters and symbols that you use for written communication.
2. _____ is the style and shape of individual letters and symbols.
3. An example of _____ is bold.
4. Typeface, also called _____ refers to the design of the letters.
5. Type size is usually measured in _____.
6. _____ is the spacing between characters and words.
7. Controlling the line space, or the space between lines, is referred to as _____.
8. Using desktop publishing software, the image that you see on the screen is called a _____ image.
9. Desktop publishing software is used to produce _____ copy electronically rather than manually.
11. The Polygon picture box has _____ or more sides.

Desktop Publishing

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

Name Master Copy
Hour _____

1. Type is the term for the letters and symbols that you use for written communication.
2. Typography is the style and shape of individual letters and symbols.
3. An example of type style is bold.
4. Typeface, also called font refers to the design of the letters.
5. Type size is usually measured in points.
6. Tracking is the spacing between characters and words.
7. Controlling the line space, or the space between lines, is referred to as leading.
8. Using desktop publishing software, the image that you see on the screen is called a WYSIWYG image.
9. Desktop publishing software is used to produce printer-ready copy electronically rather than manually.
10. The Polygon picture box has three or more sides.

Computer Graphic Design

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

Name _____
Hour _____

1. A synonym for tracking, which controls the spacing between the letters in the text, is _____.
2. To change the space between the lines in the text, is _____.
3. Testing a model made on a computer is known as _____.
4. The process of designing and building models on a computer is called _____.
5. Computer screens are divided into tiny rectangles called _____.
6. The 1960s are considered the beginning of the _____.
7. The earliest computers were mechanical machines called _____.
8. You'll print your design or text on the T-shirt by first placing in the printer the _____.
9. Primitive art was first developed by cave dwellers during the _____.
10. Graphic art is credited with leading to the creation of the _____.

Computer Graphic Design

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

Name Master Copy
 Hour _____

1. A synonym for tracking, which controls the spacing between the letters in the text, is kerning.
2. To change the space between the lines in the text, is leading.
3. Testing a model made on a computer is known as simulation.
4. The process of designing and building models on a computer is called solid modeling.
5. Computer screens are divided into tiny rectangles called pixels.
6. The 1960s are considered the beginning of the Computer Age.
7. The earliest computers were mechanical machines called calculating engines.
8. You'll print your design or text on the T-shirt by first placing in the printer the transfer sheets.
9. Primitive art was first developed by cave dwellers during the Stone Age.
10. Graphic art is credited with leading to the creation of the alphabet.

Plastics

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

Name _____
Hour _____

1. A(n) _____ is a substance that cannot be separated into other substances by any ordinary chemical change.
2. _____ was the first photographic film.
3. Polymers are giant molecules made up of many small molecules called _____.
4. Plastics that can repeatedly be softened by heat and reformed are called _____.
5. The _____ plastic was used as a cover for the first underwater telegraph cable.
6. When atoms combine with other atoms, they form _____.
7. The mass number is the total number of protons and _____.
8. The evolution of synthetic plastics started in the mid-_____ century.
9. Each sample of matter can be classified as one of two types: a pure substance or a _____.
10. The atomic number of an element is the number of _____ in the nucleus of each atom of that element.

Plastics

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

Name Master Copy
Hour _____

1. An element is a substance that cannot be separated into other substances by any ordinary chemical change.
2. Celluloid was the first photographic film.
3. Polymers are giant molecules made up of many small molecules called monomers.
4. Plastics that can repeatedly be softened by heat and reformed are called thermoplastics.
5. The gutta percha plastic was used as a cover for the first underwater telegraph cable.
6. When atoms combine with other atoms, they form compounds.
7. The mass number is the total number of protons and neutrons.
8. The evolution of synthetic plastics started in the mid-nineteenth century.
9. Each sample of matter can be classified as one of two types: a pure substance or a mixture.
10. The atomic number of an element is the number of protons in the nucleus of each atom of that element.

CO2 Raceway

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

Name _____

Hour _____

1. _____ is everything needed to start and maintain a manufacturing enterprise.
2. _____ is a way of organizing people to work together in a controlled setting.
3. _____ is a measure of manufacturing efficiency.
4. CO2 is the scientific notation for _____.
5. _____ are rules about how the product should be built.
6. _____ are smaller and easier to handle than full-size drawings.
7. _____ comes in many grades from extra-course to ultra-smooth.
8. The _____ that a plant produces is a real cost of manufacturing.
9. Whether you choose a resource often depends on it's _____.
10. A car might be driven 24 hours a day for many days to test for _____.

CO2 Raceway

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

Name Master Copy
 Hour _____

1. Input is everything needed to start and maintain a manufacturing enterprise.
2. Mass production is a way of organizing people to work together in a controlled setting.
3. Productivity is a measure of manufacturing efficiency.
4. CO₂ is the scientific notation for Carbon Dioxide.
5. Specifications are rules about how the product should be built.
6. Scale Drawings are smaller and easier to handle than full-size drawings.
7. Sandpaper comes in many grades from extra-course to ultra-smooth.
8. The pollution that a plant produces is a real cost of manufacturing.
9. Whether you choose a resource often depends on it's availability.
10. A car might be driven 24 hours a day for many days to test for endurance.

Radio Broadcasting

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

Name: _____
Hour: _____

1. An underlined word in any broadcast copy should be _____.
2. A deejay must be able to _____ a musical selection to prepare it for airplay.
3. During the great depression, radio entertainment became popular because it was _____.
4. Radio stations use either _____ or FM to broadcast.
5. The process of converting sound waves into radio waves is called _____.
6. Radio signals and sound waves both have a _____ component.
7. In 1895, _____ sent the first radio signals.
8. The _____ is used to plan the flow of a live radio broadcast.
9. The _____ is a form that identifies information about a commercial or public service announcement.
10. A deejay must be able to ad lib to prevent _____.

Radio Broadcasting

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

Name: Master Copy
Hour: _____

1. An underlined word in any broadcast copy should be stressed.
2. A deejay must be able to cue a musical selection to prepare it for airplay.
3. During the great depression, radio entertainment became popular because it was free.
4. Radio stations use either AM or FM to broadcast.
5. The process of converting sound waves into radio waves is called modulation.
6. Radio signals and sound waves both have a frequency component.
7. In 1895, Marconi sent the first radio signals.
8. The program log is used to plan the flow of a live radio broadcast.
9. The billboard is a form that identifies information about a commercial or public service announcement.
10. A deejay must be able to ad lib to prevent dead air.

Computer Aided Design

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

Name _____
 Hour _____

1. CAD is an acronym for _____.
2. _____ was the software developed in 1982 that became the national standard for computer-aided design.
3. _____ is the location where the X and Y axes meet.
4. The distance along the _____ axis is always written or said first when indicating a measurement.
5. The basic purpose of a(n) _____ drawing is to convey the exact shape and dimensions of the object represented.
6. If you were to draw a dot at each of the units along the X and Y axes, you would eventually draw a series of equally spaced dots called a(n) _____.
7. To give a location of a point on the X and Y axes is to give its _____.
8. In 1963, _____ developed a program that could draw pictures on a computer screen.
9. In a coordinate system, the vertical and horizontal lines are called _____.
10. The _____ is an arrow which appears somewhere on the screen.

Computer Aided Design

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

Name Master Copy
 Hour _____

1. CAD is an acronym for computer-aided design.
2. AutoCAD was the software developed in 1982 that became the national standard for computer-aided design.
3. 0,0 is the location where the X and Y axes meet.
4. The distance along the X axis is always written or said first when indicating a measurement.
5. The basic purpose of a(n) engineering drawing is to convey the exact shape and dimensions of the object represented.
6. If you were to draw a dot at each of the units along the X and Y axes, you would eventually draw a series of equally spaced dots called a(n) grid.
7. To give a location of a point on the X and Y axes is to give its coordinates.
8. In 1963, MIT developed a program that could draw pictures on a computer screen.
9. In a coordinate system, the vertical and horizontal lines are called axes.
10. The cursor is an arrow which appears somewhere on the screen.

Flight Simulation

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

Name _____
Hour _____

1. The pilot controls the aircraft from the _____.
2. As the pilot lowers the nose of the airplane to land he/she watches the _____ to assist him/her.
3. _____ is the most difficult and dangerous part of flying.
4. During straight and level flight the altimeter should hold _____.
5. The _____ tells the pilot how high the airplane is.
6. The wings on most airplanes are as long as the _____.
7. The yoke of an aircraft is similar to a _____.
8. The aircraft's speed is controlled by the _____.
9. When taxiing the pilot steers the plane with the _____.
10. The two control surfaces on the tail are the elevator and the _____.

Flight Simulation

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

Name Master Copy
Hour

1. The pilot controls the aircraft from the cockpit.
2. As the pilot lowers the nose of the airplane to land he/she watches the altitude indicator to assist him/her.
3. Landing is the most difficult and dangerous part of flying.
4. During straight and level flight the altimeter should hold steady.
5. The altimeter tells the pilot how high the airplane is.
6. The wings on most airplanes are as long as the fuselage.
7. The yoke of an aircraft is similar to a steering wheel.
8. The aircraft's speed is controlled by the throttle.
9. When taxiing the pilot steers the plane with the rudder pedals.
10. The two control surfaces on the tail are the elevator and the rudder.

Automation & Robotics

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

Name _____
Hour _____

1. An advantage of computer-controlled, industrial robots is that they can be _____ to do different jobs.
2. The Industrial Revolution started in _____.
3. A knowledge of _____ is necessary for a career in automation and robotics.
4. The invention of the transistor by _____ greatly reduced the size of electronic equipment.
5. In 1801, one of the first machines programmed with punched paper tape was (the) automatic _____ loom.
6. _____ innovated the assembly line.
7. A _____ is used to program some robots.
8. Hard automation refers to _____.
9. Setting a starting point is called _____.
10. The _____ capabilities of programmed robots allow change and make the robot adaptable to future industrial needs.

Automation & Robotics

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

Name _____

Hour _____

1. An advantage of computer-controlled, industrial robots is that they can be reprogrammed to do different jobs.
2. The Industrial Revolution started in England.
3. A knowledge of computers is necessary for a career in automation and robotics.
4. The invention of the transistor by Bell Laboratories greatly reduced the size of electronic equipment.
5. In 1801, one of the first machines programmed with punched paper tape was (the) automatic weaving loom.
6. Henry Ford innovated the assembly line.
7. A controller is used to program some robots.
8. Hard automation refers to heavy machinery.
9. Setting a starting point is called initialization.
10. The editing capabilities of programmed robots allow change and make the robot adaptable to future industrial needs.

Video Production

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

Name _____
Hour _____

1. A hand-held microphone is _____.
2. To move the camera toward or away from an object in a straight line by pushing or pulling the entire dolly is known as a _____.
3. A _____ shows the basic video images along with the sound information that will be shot during production.
4. _____ is the most common lighting technique used in indoor studios to achieve a three-dimensional effect.
5. A microphone picks up sound waves and converts them to a(n) _____.
6. The voice of someone who does not appear in a shot is known as a _____.
7. An interview is usually _____.
8. A(n) _____ oversees the entire video production.
9. Moving the entire camera dolly left or right is known as a _____.
10. The camera movement which raises or lowers the camera by using the height adjustment on the tripod is a _____.

Video Production

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

Name Master Copy
 Hour _____

1. A hand-held microphone is omni-directional.
2. To move the camera toward or away from an object in a straight line by pushing or pulling the entire dolly is known as a dolly.
3. A storyboard shows the basic video images along with the sound information that will be shot during production.
4. Triangle lighting is the most common lighting technique used in indoor studios to achieve a three-dimensional effect.
5. A microphone picks up sound waves and converts them to a(n) electrical signal.
6. The voice of someone who does not appear in a shot is known as a voice over.
7. An interview is usually semi-scripted.
8. A(n) producer oversees the entire video production.
9. Moving the entire camera dolly left or right is known as a truck.
10. The camera movement which raises or lowers the camera by using the height adjustment on the tripod is a pedestal.

Web Development

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

Name _____
Hour _____

1. A search _____ is an index that allows you to seek out specific words and phrases.
2. A _____ search will only work if you are trying to find a specific organization or corporation.
3. A(n) _____ is a global address for a document found on the Internet.
4. A(n) _____ is a software program that allows a user to view the pages that are posted on the web.
5. The World Wide Web was invented by an Englishman named _____.
6. A _____ is a method for moving from one page or site to another by clicking on particular words or images.
7. FrontPage provides _____, which allow you to create web pages and sites based on choices you make in the input panels.
8. _____ refers to the effective and efficient programming of a computer system's environment where users can accomplish tasks.
9. _____ is the useful, conceptual, and pleasing arrangement of content.
10. A _____ is a timesaving feature built into your browser that allows you to return to a website without having to conduct a search again.

Web Development

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

Name Master Copy
 Hour _____

1. A search engine is an index that allows you to seek out specific words and phrases.
2. A simple search will only work if you are trying to find a specific organization or corporation.
3. A(n) URL is a global address for a document found on the Internet.
4. A(n) browser is a software program that allows a user to view the pages that are posted on the web.
5. The World Wide Web was invented by an Englishman named Tim Berners-Lee
6. A hyperlink is a method for moving from one page or site to another by clicking on particular words or images.
7. FrontPage provides wizards, which allow you to create web pages and sites based on choices you make in the input panels.
8. Usability refers to the effective and efficient programming of a computer system's environment where users can accomplish tasks.
9. Design is the useful, conceptual, and pleasing arrangement of content.
10. A bookmark is a timesaving feature built into your browser that allows you to return to a website without having to conduct a search again.