

# 5-DAY VOCABULARY TEACHING PLAN

## DAY 1 Introduce Target Vocabulary in Context

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Materials: *Concept web, words in context sheet, word smart graphic organizer*

- Introduce vocabulary words and activate prior knowledge through discussion using a concept web, pictures, models, or toys.
- To provide a basis for understanding and discussion, read the words in context worksheet aloud with students. If appropriate, have them generate their own examples of words in context.

**Classwork/Homework:** Have students complete the word smart graphic organizer for select words. Encourage them to generate a synonym and an antonym, draw a picture, write a sentence, and formulate a definition for each selected vocabulary word, as appropriate for your group of students.

## DAY 2 Use Vocabulary in Context and Reinforce Meaning

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Materials: *Word cards, definition cards, analogy worksheet, cloze sentence worksheet*

- Review the word smart assignment from DAY 1. Allow students to discuss and compare their definitions and make revisions on their word smart worksheet.
- Give students the definition cards and have them check the part of speech and match the definition with the corresponding word card. If appropriate, give them the opportunity to use the definition cards to check and revise the definitions they wrote on their word smart worksheets.
- Using the word cards, encourage students to do an open sort or sort the words by part of speech. Additionally, you may choose to review the analogy worksheet with students. If appropriate, have them generate their own analogies.

**Classwork/Homework:** Have students apply their understanding of the vocabulary words by completing the cloze sentence worksheet.

## DAY 3 Introduce and Apply Word-Attack Skills

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Materials: *Word analysis worksheet or material for the exploration activity*

- Review the cloze sentence assignment from DAY 2.
- Introduce and discuss the word analysis or exploration activity to reinforce a skill, such as part of speech, common affixes, synonyms, antonyms, multiple meaning words, and so on.

**Classwork/Homework:** To reinforce word analysis skills, have students complete the word analysis worksheet or activity.

## DAY 4 Review and Apply Words

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Materials: *Word cards, vocabulary game, concept completion worksheet*

- Review the word analysis assignment from DAY 3.
- Choose a vocabulary game and have students play it to reinforce and review word meaning.

**Classwork/Homework:** To review and reinforce understanding, have students complete the concept completion worksheet.

## DAY 5 Assess

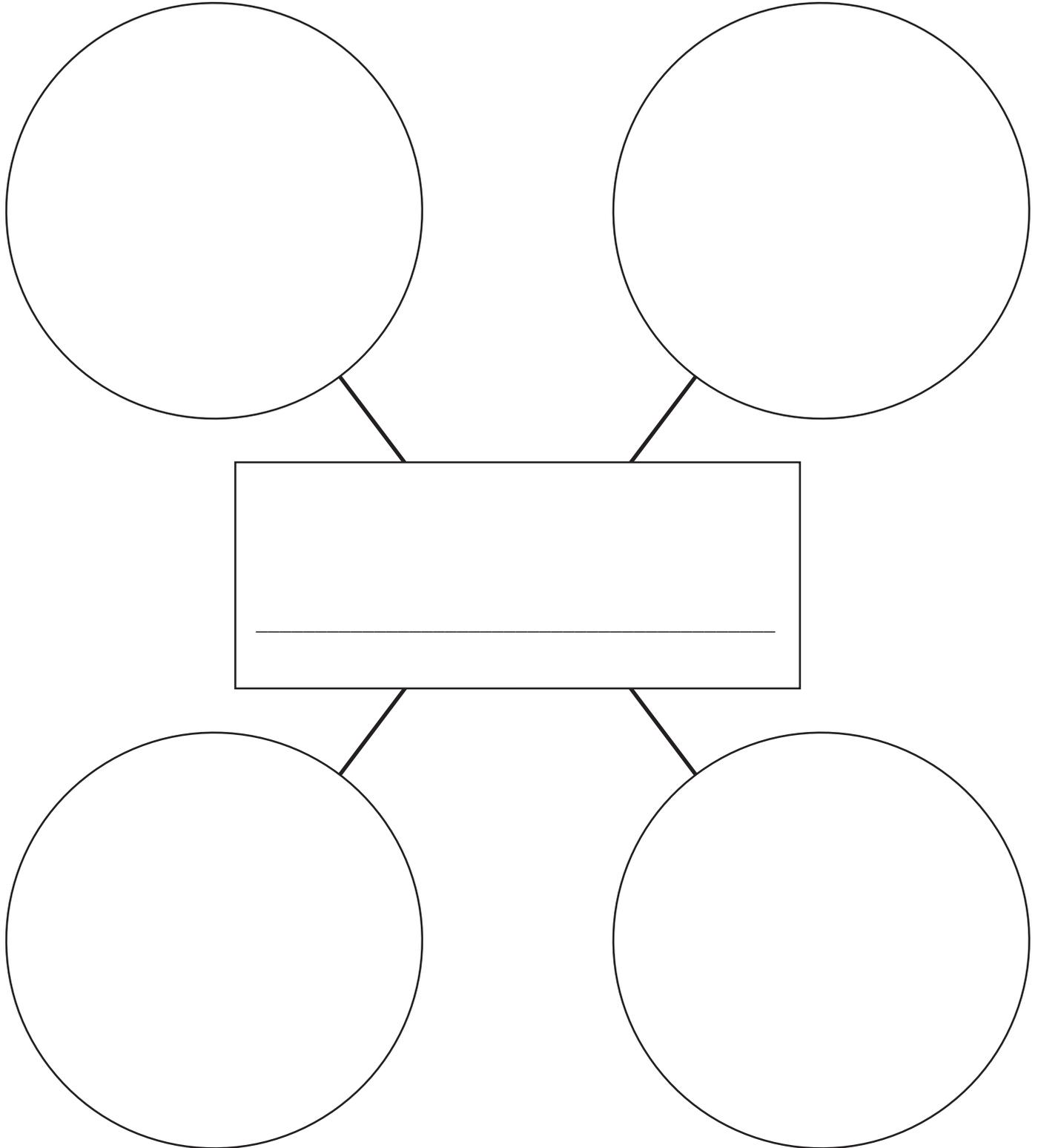
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Materials: *Assessment, demonstration activity worksheet*

- Review the concept completion worksheet from DAY 4.
- Have students complete the multiple-choice assessment by either writing the correct choice in the blank or filling in the correct bubble.
- As an alternative assessment, have students participate in an activity selected from the vocabulary games sheet.

Name: \_\_\_\_\_

**INSTRUCTIONS:** Write a topic or word in the box. Then write details about the topic or word in the surrounding circles.



# electron

(noun)

1. An **electron** is a negatively charged subatomic particle that orbits the nucleus of an atom.
2. An **electron** is the opposite of a proton, which has a positive charge.
3. Each of the two hydrogen atoms in a molecule of water shares an **electron** with an oxygen atom.

# proton

(noun)

1. A **proton** is one of the three components of an atom; the other two are a neutron and an electron.
2. A **proton** is positively charged, and an electron is negatively charged.
3. A **proton** is located in the nucleus of an atom, but an electron orbits the nucleus.

# circuit

(noun)

1. A **circuit** needs to be made of a good conductor, such as metal wire.
2. A **circuit** must complete a circle and have no loose ends.
3. Electrical current flows through conductors in a **circuit**.

# conductor

(noun)

1. A **conductor** is the opposite of an insulator.
2. Metal is a good **conductor** of heat.
3. A **conductor** is a material that offers little resistance to the flow of an electric current.

# electricity

(noun)

1. The movement of charged particles known as electrons creates **electricity**.
2. Most **electricity** used by people is made by generators, in which magnetic energy makes electrons flow through coils of wire.
3. **Electricity** can be created through the use of either renewable or nonrenewable resources.

# insulator

(noun)

1. An **insulator** is the opposite of a conductor.
2. Glass is a good **insulator** for electricity.
3. An **insulator** is a material that reduces or blocks the transfer of electricity.

# magnetism

(noun)

Vocabulary  .com

1. **Magnetism**, or attraction, causes metal to be drawn to a magnet.
2. **Magnetism** can be created by a moving electric charge.
3. A compass uses Earth's **magnetism** to determine which way is north.

# neutron

(noun)

Vocabulary  .com

1. A **neutron** has a no charge, while a proton has a positive charge and an electron has a negative charge.
2. A **neutron** is one of the three components of an atom; the other two are a proton and an electron.
3. A **neutron** is located in the nucleus of an atom, but an electron orbits the nucleus.

# electric current

(noun)

Vocabulary  .com

1. An **electric current** is the flow of an electric charge through a conductor.
2. An **electric current** flows through metal wires from the electric company to appliances in your home.
3. A bolt of lightning is an example of an **electric current**.

# charge

(noun)

1. A **charge** is a description of electricity that is either negative or positive.
2. A positive and a negative **charge** attract each other.
3. Neutrons are neutral, which means they have no **charge**.

# electromagnetism

(noun)

1. We use **electromagnetism** in many modern day devices such as televisions, car motors, and telephones.
2. **Electromagnetism** is one of the four forces of nature, along with gravity and weak and strong nuclear force.
3. **Electromagnetism** was first discovered when it was observed that a copper wire carrying an electric current could magnetize pieces of iron or steel near it.

# static electricity

(noun)

1. **Static electricity** is the result of an imbalance between negative and positive charges in an object.
2. When you rub a balloon on your shirt, it will stick to a wall, because of **static electricity**.
3. **Static electricity** is called "static" because it does not move along a wire or other conductor.



**electron**

 **Vocabulary**  **.com** WORD CARD

a particle in an atom that orbits the nucleus and has a negative electrical charge  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**proton**

 **Vocabulary**  **.com** WORD CARD

a particle in the nucleus of an atom that has a positive electrical charge  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**circuit**

 **Vocabulary**  **.com** WORD CARD

a closed path along which an electric current travels  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**conductor**

 **Vocabulary**  **.com** WORD CARD

a material, usually a metal, that transfers heat, electricity, or sound from one object to another  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**electricity**

 **Vocabulary**  **.com** WORD CARD

energy created by moving charged particles  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**insulator**

 **Vocabulary**  **.com** WORD CARD

a material or device that prevents or reduces the transfer of heat, electricity, or sound  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**magnetism**

 **Vocabulary A-Z.com** WORD CARD

a force that pushes and  
pulls certain metals  
*(noun)*

 **Vocabulary A-Z.com** DEFINITION CARD

**neutron**

 **Vocabulary A-Z.com** WORD CARD

a particle in the nucleus of  
an atom that has no  
electrical charge  
*(noun)*

 **Vocabulary A-Z.com** DEFINITION CARD

**electric  
current**

 **Vocabulary A-Z.com** WORD CARD

the movement of  
electrons through matter  
*(noun)*

 **Vocabulary A-Z.com** DEFINITION CARD

**charge**

 **Vocabulary**  **.com** WORD CARD

the property of matter  
that causes it to be  
electrically positive or  
negative, caused by losing  
or gaining electrons  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**electromagnetism**

 **Vocabulary**  **.com** WORD CARD

a combined force of  
electricity and magnetism  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

**static  
electricity**

 **Vocabulary**  **.com** WORD CARD

electricity caused by a  
buildup of negative  
charges in one place and  
positive charges in  
another  
*(noun)*

 **Vocabulary**  **.com** DEFINITION CARD

Name: \_\_\_\_\_

An **analogy** shows a relationship between two sets of words. The words in the first pair must have the same relationship as the words in the second pair. To complete an analogy with a missing word, you must first discover the relationship between the completed pair. (Example: *Cat* is to *meow* as *dog* is to *bark*.)

<b>Sun</b>	<b>cold</b>	<b>material</b>	<b>short or tall</b>
<b>negative</b>	<b>public</b>	<b>positive</b>	<b>season</b>
<b>water</b>	<b>incubation</b>	<b>airplane</b>	<b>toaster</b>

**INSTRUCTIONS:** Determine the relationship between the first pair of words. Then use the words in the word box to complete the second pair of words.

1. **Static electricity** is to *lightning* ...as... **electric current** is to \_\_\_\_\_.
2. **Conductor** is to *insulator* ...as... **hot** is to \_\_\_\_\_.
3. **Insulator** is to *insulation* ...as... **incubator** is to \_\_\_\_\_.
4. **Magnetism** is to *magnet* ...as... **materialism** is to \_\_\_\_\_.
5. **Electron** is to *nucleus* ...as... **Earth** is to \_\_\_\_\_.
6. **Neutron** is to *neutral* ...as... **proton** is to \_\_\_\_\_.
7. **Circuit** is to *electricity* ...as... **pipe** is to \_\_\_\_\_.

Name: \_\_\_\_\_

An **analogy** shows a relationship between two sets of words. The words in the first pair must have the same relationship as the words in the second pair. To complete an analogy with a missing word, you must first discover the relationship between the completed pair. (Example: *Cat* is to *meow* as *dog* is to *bark*.)

<b>Sun</b>	<b>cold</b>	<b>material</b>	<b>short or tall</b>
<b>negative</b>	<b>public</b>	<b>positive</b>	<b>season</b>
<b>water</b>	<b>incubation</b>	<b>airplane</b>	<b>toaster</b>

**INSTRUCTIONS:** Determine the relationship between the first pair of words. Then use the words in the word box to complete the second pair of words.

8. **Electricity** is to *electric* ...as... **publicity** is to \_\_\_\_\_.
  
9. **Proton** is to *electron* ...as... **positive** is to \_\_\_\_\_.
  
10. **Electric current** is to *appliance* ...as... **air current** is to \_\_\_\_\_.
  
11. **Charge** is to *positive or negative* ...as... **height** is to \_\_\_\_\_.
  
12. **Electromagnetism** is to *force* ...as... **winter** is to \_\_\_\_\_.

Name: \_\_\_\_\_

<b>electron</b>	<b>conductor</b>	<b>magnetism</b>	<b>charge</b>
<b>proton</b>	<b>electricity</b>	<b>neutron</b>	<b>electromagnetism</b>
<b>circuit</b>	<b>insulator</b>	<b>electric current</b>	<b>static electricity</b>

**INSTRUCTIONS:** Use the vocabulary words in the word box above to complete the sentences below.

1. A good \_\_\_\_\_ is something that electricity can move through easily.
2. A \_\_\_\_\_ is the part of an atom with no electrical charge.
3. When electric charges build up on the surface of a material, it is called \_\_\_\_\_.
4. \_\_\_\_\_ is a flow of tiny particles known as electrons.
5. Magnetism that is produced by electric current is called \_\_\_\_\_.
6. An \_\_\_\_\_ is a negatively charged particle.
7. Protons have a positive \_\_\_\_\_, while neutrons are neutral.

Name: \_\_\_\_\_

<b>electron</b>	<b>conductor</b>	<b>magnetism</b>	<b>charge</b>
<b>proton</b>	<b>electricity</b>	<b>neutron</b>	<b>electromagnetism</b>
<b>circuit</b>	<b>insulator</b>	<b>electric current</b>	<b>static electricity</b>

**INSTRUCTIONS:** Use the vocabulary words in the word box above to complete the sentences below.

8. Lightning is an \_\_\_\_\_ that you can see.
9. A magnet's power to draw things toward it is called \_\_\_\_\_.
10. An electric current travels along a \_\_\_\_\_.
11. An \_\_\_\_\_ reduces the transfer of electricity.
12. The positive charge of a \_\_\_\_\_ equals the negative charge of an electron.

**INSTRUCTIONS:** Assign one or more of the following activities to reinforce the function of nouns.

## NOUNS

### Draw a Picture

Materials: *Word cards; box or envelope; paper; pencils, markers, or crayons*

Place all the word cards in a box or envelope. Have students pull out a word card and draw a picture of the chosen word. Encourage them to draw a picture that illustrates the word's meaning.

### Make a Picture Dictionary

Materials: *Paper; pencils, markers, or crayons*

Have students create a picture dictionary for the word list by writing their own definitions and drawing their own illustrations in their book.

### Make a Sentence

Materials: *Word cards, box or envelope, strips of paper*

Place all the word cards in a box or envelope. Have students pull out a word card and use their chosen word to create a written or oral sentence.

### Match a Word

Materials: *Word cards, tape, box or envelope*

Place all the word cards in a box or envelope. Have students pull out a word card and tape it onto an object in the classroom using the word as a label.

### Mime It!

Materials: *Word cards, box or envelope*

Place all the word cards in a box or envelope. Have students pull out a word card and act it out. Have classmates try to guess the word.

### Pick a Synonym or Antonym

Materials: *Word cards*

Place all the word cards in a box or envelope. Have students pull out a word card and give a synonym or an antonym for the chosen word. (You may choose to omit words that do not have synonyms or antonyms, or you may choose to include them as points of discussion.)

## Concentration

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Materials: *Word cards, definition cards*

Make copies of the reproducible word and definition cards. Cut them out. Place the cards face down on a table. Have students match each word card with its corresponding definition card.

## Draw It

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Materials: *Word cards, definition cards, dry-erase board and marker*

Make two-sided copies of the reproducible word and definition cards so that the words are on one side of the page and the corresponding definitions are on the flip side. Place all the word cards in a box or envelope. Have a student pick a card and not allow his or her classmates to see it. Then have the student draw a picture of the word on a dry-erase board while the other players guess the word. The first player to correctly guess the word gets to keep the word card. The player holding the most word cards at the end of the game wins.

## Flash Cards

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Materials: *Word cards, definition cards*

Make two-sided copies of the reproducible word and definition cards and cut them apart so that the words are on one side of the cards and the corresponding definitions are on the flip side. Have students quiz each other on word meaning using the cards. Then, to assess understanding, hold up each card (word side out) and have students say the word's meaning. After you've made your way through the entire deck, flip the cards over (definition side out) and have students say the word based on the definition.

## I Would, I Wouldn't

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Materials: *Word cards*

Make copies of the word cards. Place all the word cards in a box or envelope and have pairs of students choose a word. Have the first student in the pair begin the game by using his or her vocabulary word to complete a sentence that begins with: "I would..." (I would like to know more about how a *tornado* is formed.) The second student in the pair then follows by using the same vocabulary word to complete a sentence that begins with: "I wouldn't ever..." (I wouldn't ever want to get caught in a *tornado*.) As pairs of students continue to pick words and complete "I would..." and "I wouldn't..." sentences, encourage responses that show they understand the meaning of the word.

## Jumble It

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Materials: *Word list, writing paper*

Place a vocabulary word list where everyone can see it and give each student a sheet of writing paper. Explain that students are to make a word jumble for a partner. They are to choose the vocabulary words at random and write them, one word per line, in a mixed-up fashion in a column along the left side of their paper, leaving room on the right side for their partner to unscramble the word. When students have finished jumbling their words, have them trade papers with their partner to solve each other's jumble. The first partner to unscramble the words correctly is the winner.

## Once Upon a Time

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Materials: *Word cards*

Make copies of the word cards. Cut them apart and place them face down in front of a pair or group of students. Have students take turns drawing a word card and using the word to complete the sentence, "Once upon a time, I..." (This activity can be completed aloud or in writing.)

## It's in the Bag

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Materials: *Word cards, action cards, sentence cards, three paper bags*

Make a copy of each set of cards (word cards, action cards, and sentence cards). Place each set of cards in a separate paper bag. Label one bag "Word Bag," one "Action Bag," and one "Sentence Bag." Then have each student pick a word card from the Word Bag and read the card aloud. Next, have him or her pick a card from the Action and/or Sentence Bag and use his or her chosen vocabulary word to do as the card(s) instruct. For an added challenge, allow students to select more than one action or sentence card to use with their word. Play until each student has had the chance to read and use his or her word, or as time allows.

## Quick Change

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Materials: *Word list, dry-erase marker, old sock, plastic-topped desk or dry-erase board for each player*

Have students stand in front of their plastic-topped (NOT wooden) desk with a dry-erase marker and an old sock. Post the vocabulary list where everyone can see it. Tell students that when you say "go," they are to choose a word on the list and draw a picture of it on their desk or dry-erase board. When you say "stop," they are to stop and move to the desk to their right. Then have each student guess which vocabulary word is depicted in the drawing on their new desk. They should then check their answer with the person to their right who drew it. Then have them erase that drawing and begin playing again with a different word. Allow students to continue moving around the room, drawing each new word at a new desk. The game ends when all the words have been used or time runs out.

## Scavenger Hunt

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Materials: *Word cards, newspapers, textbooks, magazines*

Have students go on a scavenger hunt by searching in newspapers, textbooks, and magazines for the words on the vocabulary word list.

## Story Train

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Materials: *Word cards, writing paper*

Hand each student a word card and a sheet of writing paper. Explain that the goal of the game is to complete group stories. Give students a specific time limit in which to write, such as two minutes. Have them use the word on their word card to begin writing a story. At the end of the allotted time period, have them pass their story paper to the student on their left. Each student should then read the beginning of the story he or she received and add to it using his or her word card. Before ending the exercise, let students know that the last round has begun and have them write a conclusion to the story. Invite those who write the conclusion to read the entire story aloud.

## Word Associations

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Materials: *Word cards, timer*

Make copies of the word cards. Cut them apart and place them face down in front of a group of at least four students. Have students take turns drawing a card. After everyone has drawn a card, start the timer. Have one member of the group name all the things he or she can associate with his or her word in the time allotted. Have another player record the words and another player tally how many words were named. Then have another player check the associations. When the timer is done, players may challenge any association the featured player named. If the player cannot justify the association, the player loses 5 points. If the player can justify the association, the challenger loses 5 points. Play continues until all the words have been played or until time runs out. All unchallenged words earn 1 point for the player. The player with the most points at the end of the game wins.

## Word Lotto

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Materials: *Word cards, definition cards*

Make copies of the reproducible word cards and definition cards. Place the word cards face up on the table. Place the definitions in a stack face down. Have players draw a definition card and match it to the word card. You may wish to play again using the definition cards face up and the word cards in a stack face down.

## Wordo

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Materials: *Wordo game board, word cards, definition cards, place markers*

Make copies of the reproducible Wordo game board to hand out to students. Write each of the vocabulary words on the board. Then have students write each word once in any blank square on their Wordo game board. Have them read the word or definition for each vocabulary word one at a time. Have students use a place marker to cover the square on their paper that contains the word you read or defined. The first student to fill in a row of squares shouts "Wordo!" and wins. Verify student answers by having them read each covered word and then telling you the word's definition.

## Which Word?

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Materials: *Word cards*

Make copies of the word cards. Cut them apart and place them face down in front of a pair or group of students. Have students take turns drawing two cards at a time. Begin by having the first player use one of the chosen words to complete a sentence that begins with: "Which word would I use...?" Then have the speaker show his or her words, and ask the other player(s) to choose which word the speaker was thinking of when composing his or her sentence.

*Example:*

**eye**

**ear**

Which word would I use to hear a cat meowing?

Use the word in a sentence  
**with a hippopotamus.**

 SENTENCE CARD

Use the word in a sentence  
**with an alien.**

 SENTENCE CARD

Use the word in a sentence  
**with a peanut butter  
and jelly sandwich.**

 SENTENCE CARD

Use the word in a sentence  
**with a chicken.**

 SENTENCE CARD

Use the word in a sentence  
**with a superhero.**

 SENTENCE CARD

Use the word in a sentence  
**with a lizard.**

 SENTENCE CARD

Use the word in a sentence  
**with a scientist.**

 SENTENCE CARD

Use the word in a sentence  
**with a monkey.**

 SENTENCE CARD

Use the word in a sentence  
**with the president.**

 SENTENCE CARD

Use the word in a sentence  
**with a worm.**

 SENTENCE CARD

THE SENTENCE CARDS CAN BE USED WITH THE "IT'S IN THE BAG" GAME.

Use the word in a sentence  
**with a gooey lollipop.**

Vocabulary .com SENTENCE CARD

Use the word in a sentence  
**with a banana.**

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Use the word in a sentence  
**with a million dollars.**

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Use the word in a sentence  
**about taking a test.**

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Use the word in a sentence  
**about a rock concert.**

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Use the word in a sentence  
**about a video game.**

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Use the word in a sentence  
**about eating something  
that tastes bad.**

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Use the word in a sentence  
**about sailing  
across the ocean.**

Vocabulary .com SENTENCE CARD

Use the word in a sentence  
**about a mysterious box.**

Vocabulary .com SENTENCE CARD

Use the word in a sentence  
**about winning  
a contest.**

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THE SENTENCE CARDS CAN BE USED WITH THE "IT'S IN THE BAG" GAME.

Use the word in a sentence  
**about reaching a goal.**

 SENTENCE CARD

Use the word in a sentence  
**about a football game.**

 SENTENCE CARD

Use the word in a sentence  
**with a friend.**

 SENTENCE CARD

Use the word in a sentence  
**with a funny hat.**

 SENTENCE CARD

Use the word in a sentence  
**with Elvis.**

 SENTENCE CARD

Use the word in a sentence  
**with a magician.**

 SENTENCE CARD

Use the word in a sentence  
**about a vacation.**

 SENTENCE CARD

Use the word in a sentence  
**about life in the city.**

 SENTENCE CARD

Use the word in a sentence  
**about living  
on the moon.**

 SENTENCE CARD

Use the word in a sentence  
**about saving the day.**

 SENTENCE CARD

THE SENTENCE CARDS CAN BE USED WITH THE "IT'S IN THE BAG" GAME.

Give a  
**synonym.**

 ACTION CARD

Give a  
**synonym.**

 ACTION CARD

Give an  
**antonym.**

 ACTION CARD

Give an  
**antonym.**

 ACTION CARD

Use the word in a  
**sentence.**

 ACTION CARD

Use the word in a  
**sentence.**

 ACTION CARD

**Show**  
the word without talking.

 ACTION CARD

**Show**  
the word without talking.

 ACTION CARD

**Describe it!**

 ACTION CARD

**Describe it!**

 ACTION CARD

THE ACTION CARDS CAN BE USED WITH THE "IT'S IN THE BAG" GAME.

CHANCE CARD

# Skip-a-roo!

Use this card at any time to skip a turn.

CHANCE CARD



The card holder reverses direction.

CHANCE CARD

# Draw 2

The card holder must draw two cards.

CHANCE CARD

# SLAM!

The card holder chooses another player to take his or her turn.

CHANCE CARD

# CELEBRATE!

Card holder's choice:

- Skip a turn.
- Reverse direction of play.
- Have another player draw two cards.
- Have another player take the card holder's turn.

CHANCE CARD

# Skip-a-roo!

Use this card at any time to skip a turn.

CHANCE CARD



The card holder reverses direction.

CHANCE CARD

# Draw 2

The card holder must draw two cards.

CHANCE CARD

# SLAM!

The card holder chooses another player to take his or her turn.

CHANCE CARD

# CELEBRATE!

Card holder's choice:

- Skip a turn.
- Reverse direction of play.
- Have another player draw two cards.
- Have another player take the card holder's turn.

THE CHANCE CARDS CAN BE USED WITH ANY CARD GAME.



Name: \_\_\_\_\_

INSTRUCTIONS: Use what you know about the vocabulary words to complete the following sentences.

1. A **circuit** is like a \_\_\_\_\_.
2. An **electric current** flows through \_\_\_\_\_.
3. An electric **charge** gives matter \_\_\_\_\_.
4. One way that **electricity** is produced is \_\_\_\_\_.
5. **Magnetism** means something has the power to \_\_\_\_\_.
6. A **conductor** conducts, or carries, \_\_\_\_\_.
7. A good **insulator** prevents the transfer of \_\_\_\_\_.
8. An **electron** can be found \_\_\_\_\_.
9. Something that uses **electromagnetism** is \_\_\_\_\_.
10. A **neutron** is found in \_\_\_\_\_.
11. An example of **static electricity** is \_\_\_\_\_.
12. A **proton** is found \_\_\_\_\_.

Name: \_\_\_\_\_

**INSTRUCTIONS:** Choose the best answer to complete each statement.

- An electron \_\_\_\_\_.  
 (a) is an element  
 (b) is part of an atom  
 (c) has no electric charge
- A proton is one of the three components of \_\_\_\_\_.  
 (a) a solution  
 (b) an atom  
 (c) a molecule
- A circuit is composed of \_\_\_\_\_.  
 (a) conductors  
 (b) gates  
 (c) stations
- \_\_\_\_\_ is not a good conductor of heat.  
 (a) Silver  
 (b) Copper  
 (c) Rubber
- \_\_\_\_\_ make most of the electricity used by people.  
 (a) Wind turbines  
 (b) Generators  
 (c) Dams
- An insulator does not \_\_\_\_\_ the passage of electricity.  
 (a) prevent  
 (b) aid  
 (c) reduce
- A \_\_\_\_\_ uses magnetism to determine which way is north.  
 (a) scale  
 (b) compass  
 (c) speedometer
- A neutron is one of the three components of \_\_\_\_\_.  
 (a) a proton  
 (b) an atom  
 (c) an electron
- An electric current is the \_\_\_\_\_ of an electric charge.  
 (a) heat  
 (b) excitement  
 (c) flow
- A positive and a negative charge \_\_\_\_\_ each other.  
 (a) repel  
 (b) attract  
 (c) copy

Name: \_\_\_\_\_

**INSTRUCTIONS:** Choose the best answer to complete each statement.

11. Electromagnetism was discovered when a copper wire magnetized pieces of \_\_\_\_\_.
- (a) coal
  - (b) cotton
  - (c) iron
12. A buildup of negative charges in one place and \_\_\_\_\_ charges in another causes static electricity.
- (a) neutral
  - (b) positive
  - (c) negative