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Activity Types

All activities are provided as PDF files, allowing for easy printing and sharing on your school's internal network or VLE. In addition, each of the single-page activities (crosswords, match up and table fill), as well as the solutions, are provided on paper too.

The activities included in this resource are as follows:

Bingo

Each student is given a different bingo card containing a selection of words from the set. The teacher reads the definitions using the Keyword Answers and the student must match the definition to the words on their card to complete rows, columns, and the full bingo card.



Crosswords

These traditional keyword activities are equally effective as lesson or homework activities - and are also an excellent way to ease students into their revision programme.





In addition to the photocopiable worksheets and pdf, the crosswords are provided in interactive format on the accompanying CD-ROM. These are web-based (HTML5) and will run straight from your Internet browser.

Dominoes

This is essentially another match-up activity, but this one is designed to be used in a more active way to engage students. It is recommended that students work in pairs or small groups.



Half of each card contains a keyword, and the other contains a description. To complete the activity, students must align all the cards in the correct order. There is a 'Start' and a 'Finish', meaning that if any cards are left outside of the chain, then students have gone wrong somewhere.

Match Up

Students match descriptions to their keyword by drawing lines between them. Because √ PDF ✓ PAPER there are similar descriptions and keywords, students are likely to make the odd mistake while completing the activity, so it is recommended that they use a pencil to start with! By eliminating the keywords that they are familiar with, students can then think about and learn the ones that they are less confident with.

Flash Cards

These are a helpful revision tool. To make the cards, fold the page in half, then cut each card and stick together so the keyword is on one side and the definition the other. In addition, students could use these to play a game of pairs. Cut each card in two and place face down on the table. Students will then take it in turns to turn over two cards with the aim of matching up a keyword to its definition.

✓ PDF

Matched up cards are removed and the game is finished when all the cards have been matched.

Table Fill

Nothing fancy – students simply write the keyword which is being described, without any ✓ PDF ✓ PAPER other help. Because this activity tests the students' own knowledge, it is best used as a homework activity at the end of each topic or during revision. This then acts as a check that they have grasped the key terminology for each topic. Alternatively, they could be given to students at the beginning of the topic, to see what they already know.

Write Your Own Glossary

Like the Table Fill, this activity can be used to test pupils before learning a topic, or as a revision tool ✓ PDF after learning a topic. Students are given a list of the keywords and need to produce their own definitions. Using Table Fill and Write Your Own Glossary, lessons can be differentiated for all levels of learner.

Selected Activities and Completed Glossary Page

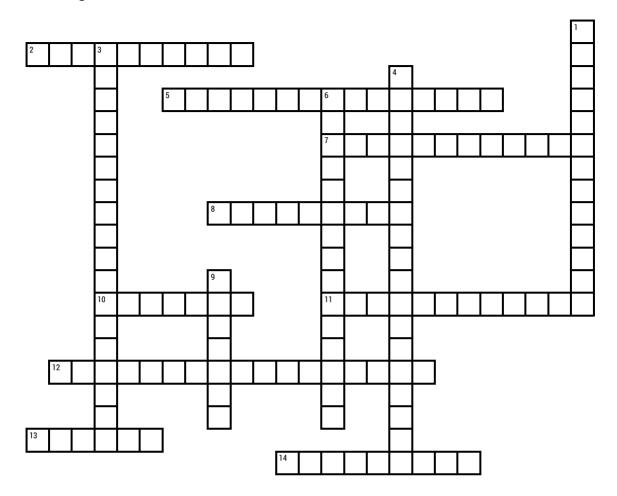
This sample shows <u>one</u> example of several activities.

The whole resource contains approximately 20 activities –

6 or 7 activities for each of the 3 topics.

The resource covers 38 key terms.

Resource Management 1



Across

- 2 Mining is an example of energy _____. (10)
- **5** Goods provided by the environment that are not manufactured by humans. (7,8)
- 7 A finite resource e.g. minerals and fossil fuels. (3-9)
- 8 Resources that are not finite such as solar or wind energy, or the sustainable use of living things. (9)
- **10** Resources obtained from non-living aspects of the environment water and minerals, for example. (7)
- 11 The unsustainable use of non-renewable energy sources and raw materials. (12)
- 12 Large-scale crop and animal production for profit. (10,7)
- **13** Resources obtained from living things meat, for example. (6)
- **14** e.g. UK in 2004: natural gas (38%), oil (35%), coal (16%), nuclear (9%) and renewables (2%). (6,3)

Down

- 1 Cutting down swathes of trees. (13)
- **3** The control of supply, distribution and consumption of goods that humans need. (8,10)
- **4** Energy that is created over long periods of geological time and thus is finite or limited, e.g. fossil fuels and nuclear. Also known as stock resources. (3-9,6)
- **6** Energy which is continuously created and so will not run out, e.g. solar, tide, wind, hydroelectric, geothermal and biomass. Also known as flow resources. (9,6)
- **9** Process of using nets and lines to hunt the sea. (7)

Resource Management 1

Commercial Farming Large-scale cultivation of land for crops and animal rearing with the purpose

of making profit and creating employment.

Deforestation The purposeful destruction or removal of forest.

Exploitation The unsustainable use of non-renewable energy sources and raw materials.

Fishing Process of using nets and lines, for example, to catch creatures which inhabit

the sea.

Resource Management The control of supply, distribution and consumption of goods that humans

need.

Extraction The removal of a fuel from its source so that it may be used to generate

energy.

Biotic Resource Goods provided by the living components of an ecosystem – such as timber,

meat, crops and fur.

Abiotic Resource Non-living goods – such as minerals and building stone.

Renewable Resource Goods that can replenish themselves, meaning that the supply is not finite.

Non-renewable Resource Goods that cannot be replenished. Once they're used up, they're gone for

good.

Natural Resource Goods provided by the environment – that are not manufactured by humans.

Non-renewable Energy Energy that is created over long periods of geological time and thus is finite

or limited, e.g. fossil fuels and nuclear. Also known as stock resources.

Renewable Energy Energy which is continuously created and so will not run out, e.g. solar, tide,

wind, hydroelectric, geothermal and biomass. Also known as flow resources.

Energy Mix Term for the different power sources used in a country.

Resource Management 1 (Table Fill)

Energy that is created over long periods of geological time and thus is finite or limited, e.g. fossil fuels and nuclear. Also known as stock resources.	
Energy which is continuously created and so will not run out, e.g. solar, tide, wind, hydroelectric, geothermal and biomass. Also known as flow resources.	
Goods provided by the environment – that are not manufactured by humans.	
Goods provided by the living components of an ecosystem – such as timber, meat, crops and fur.	
Goods that can replenish themselves, meaning that the supply is not finite.	
Goods that cannot be replenished. Once they're used up, they're gone for good.	
Large-scale cultivation of land for crops and animal rearing with the purpose of making profit and creating employment.	
Non-living goods – such as minerals and building stone.	
Process of using nets and lines, for example, to catch creatures which inhabit the sea.	
Term for the different power sources used in a country.	
The control of supply, distribution and consumption of goods that humans need.	
The purposeful destruction or removal of forest.	
The removal of a fuel from its source so that it may be used to generate energy.	
The unsustainable use of non-renewable energy sources and raw materials.	
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Resource Management 1 (Match Up)

Energy that is created over long periods of geological time and thus is finite or limited, e.g. fossil fuels and nuclear. Also known as stock resources.

Energy which is continuously created and so will not run out, e.g. solar, tide, wind, hydroelectric, geothermal and biomass. Also known as flow resources.

Goods provided by the environment - that are not manufactured by humans.

Goods provided by the living components of an ecosystem – such as timber, meat, crops and fur.

Goods that can replenish themselves, meaning that the supply is not finite.

Goods that cannot be replenished. Once they're used up, they're gone for good.

Large-scale cultivation of land for crops and animal rearing with the purpose of making profit and creating employment.

Non-living goods – such as minerals and building stone.

Process of using nets and lines, for example, to catch creatures which inhabit the sea.

Term for the different power sources used in a country.

The control of supply, distribution and consumption of goods that humans need.

The purposeful destruction or removal of forest.

The removal of a fuel from its source so that it may be used to generate energy.

The unsustainable use of non-renewable energy sources and raw materials.

Commercial Farming

Deforestation

Exploitation

Fishing

Resource Management

Extraction

Biotic Resource

Abiotic Resource

Renewable Resource

Non-renewable Resource

Natural Resource

Non-renewable Energy

Renewable Energy

Energy Mix

Resource Management 1

