

## **Chapter 5 Scrambled Words**

Name_		Date		
For each sentence below, unscramble the term in capital letters and write it on the line.				
1.	The force with which one moving object hits another object is the force of TPMICA.			
2.	The force that pulls all objects to the earth is YVTRIGA.			
3.	How far your vehicle travels during the time it takes you to act is your TRONIECA distance.			
	The energy an object has as it moves is its EEGNRY FO IMNOOT. The distance your car travels during the time it takes you to identify, predict, and decide to slow for a hazard is your TRPPONIEEC distance.			
6.	ACINORTT is the friction that allows a vehicle's tires to grip the road.			
7.	The distance from the point you first see a hazard to the point where your vehicle stops is your ALOTT GINOPPST distance.			
8.	A curve that is higher on the outside than it is on the inside is a ABDEKN curve.			
9.	Tire ADERT is the grooved surface of a tire that grips the road.			
10	The length of time it takes you to identify, predict, and decide to slow for a hazard is your CEEINOPPRT time.			
11	The length of time you take to execute your action after you know a hazard will be a problem is your ACEINORT time.			
12	The distance your vehicle travels from the time you apply the brake until the vehicle stops is your ABGIKNR distance.			
13	CFIINORT is the force that keeps each tire from slipping on the road.			
14	A TTSRRNIEA device is used to hold a vehicle occupant in place during a collision.			



## Chapter 6 Pick a Word

Name			Date	
Pick a Word				
Use the word or words to con	mplete	each statement.		
Angle parking Hand-over-hand steering		Parallel parking Perpendicular parking	Reference point Standard reference point	
Hill parking Over steering		Personal reference point Push-pull steering	Turnabout understeering	
	1.	<ol> <li>Parallel parking where the front wheels are turned to prevent from rolling downhill when left unattended.</li> </ol>		
	2.	Parking at a right angle to the curb.		
	3.	A maneuver used to turn your vehicle around so you can go in the opposite direction		
	4.	Steering method that allows the driver to keep both hands on the steering wheel at all times.		
	5.	Parking that requires a space about parked.	out six feet longer than the vehicle being	
	6.	Not turning the steering wheel or planned path of travel.	ften enough to keep the vehicle in the	
	7.	Parking diagonally to a curb.		
	8.	Turning the wheel too much, res	ulting in side-to-side weaving.	
	9.	Some part of the outside or insid driver's seat, that relates to some	e of the vehicle, as viewed from the e part of the roadway.	
	10	A reference point on the vehicle	typically used by most drivers.	
	11.	Steering where one hand pulls the crosses over to pull the wheel far	e wheel down while the other hand ther down.	
	12.	. A unique part on a vehicle somet point.	imes used by drivers as a reference	