Mechanics & Materials Bingo

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Safety First!

Before you print all your bingo cards, please print a test page to check they come out the right size and color. Your bingo cards start on Page 3 of this PDF.

If your bingo cards have words then please check the spelling carefully.

If you need to make any changes go to mfbc.us/e/ogklm

Play

Once you've checked they are printing correctly, print off your bingo cards and start playing! On the next page you will find the "Bingo Caller's Card" - this is used to call the bingo and keep track of which words have been called. Your bingo cards start on Page 3.

Virtual Bingo

Please do not try to split this PDF into individual bingo cards to send out to players. We have tools on our site to send out links to individual bingo cards. For help go to myfreebingocards.com/virtual-bingo.

Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to https://myfreebingocards.com/faq where you will find solutions to most common problems.

Share

Pin these bingo cards on Pinterest, share on Facebook, or post this link: mfbc.us/s/ogklm

Edit and Create

To add more words or make changes to this set of bingo cards go to mfbc.us/e/ogklm

Go to myfreebingocards.com/bingo-card-generator to create a new set of bingo cards.

Legal

The terms of use for these printable bingo cards can be found at myfreebingocards.com/terms.

Have Fun!

If you have any feedback or suggestions, drop us an email on hello@myfreebingocards.com.

Bingo Caller's Card

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

distance a car travels between applying the brakes and coming to a stop braking distance	distance a car travels in the time it takes the driver to react thinking distance	distance a car travels between the hazard arising and the car coming to rest stopping distance	point at which a steel wire becomes easier to extend yield point	point at which a stress strain curve is no longer a straight line through the origin limit of proportionality	point at which a sample will not return to its original size and shape elastic limit	Young modulus = stress / strain
strain = extension / original length	stress = force / area	spring constant = force / extension	force of gravity acting on an object weight	rate of change of momentum force	rate of change of displacement velocity	rate of change of velocity acceleration
rate of energy transfer power	rate of change of distance speed	area under a velocity-time graph displacement	stress needed to break a solid material ultimate tensile strength	maximum speed reached by an object falling in a fluid terminal speed	quantity with magnitude only scalar	quantity with magnitude and direction vector
object in motion acted on only by gravity projectile	permanent deformation of a solid plastic deformation	momentum = mass x velocity	kinetic energy = ½ mass x velocity^2			

Bingo Card ID 001

Mechanics & Materials

thinking distance	displacement	projectile	force	stopping distance
plastic deformation	stress / strain	ultimate tensile strength	speed	extension / original length
vector	force / area	weight	braking distance	yield point
limit of proportionality	acceleration	power	½ mass x velocity^2	mass x velocity
force / extension	elastic limit	terminal speed	scalar	velocity

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Bingo Card ID 002

Mechanics & Materials

ultimate tensile strength	scalar	stress / strain	thinking distance	limit of proportionality
plastic deformation	force / area	terminal speed	vector	force
yield point	mass x velocity	elastic limit	braking distance	power
extension / original length	displacement	weight	acceleration	projectile
stopping distance	force / extension	velocity	speed	½ mass x velocity^2

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Bingo Card ID 003

Mechanics & Materials

terminal speed	speed	ultimate tensile strength	mass x velocity	power
velocity	force	½ mass x velocity²	displacement	weight
force / area	scalar	thinking distance	braking distance	stress / strain
force / extension	vector	acceleration	limit of proportionality	yield point
stopping distance	projectile	plastic deformation	extension / original length	elastic limit

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Bingo Card ID 004

Mechanics & Materials

weight	projectile	vector	extension / original length	scalar
braking distance	speed	stopping distance	yield point	ultimate tensile strength
thinking distance	terminal speed	½ mass x velocity²	force / area	elastic limit
mass x velocity	limit of proportionality	force	velocity	plastic deformation
stress / strain	displacement	power	acceleration	force / extension

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Bingo Card ID 005

Mechanics & Materials

projectile	extension / original length	weight	force / area	acceleration
limit of proportionality	ultimate tensile strength	stress / strain	braking distance	velocity
½ mass x velocity²	displacement	yield point	plastic deformation	power
force	elastic limit	speed	mass x velocity	thinking distance
force / extension	vector	terminal speed	scalar	stopping distance

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Bingo Card ID 006

Mechanics & Materials

projectile	displacement	thinking distance	force	½ mass x velocity²
elastic limit	stress / strain	force / area	scalar	ultimate tensile strength
speed	acceleration	terminal speed	stopping distance	power
limit of proportionality	vector	weight	yield point	plastic deformation
mass x velocity	velocity	extension / original length	braking distance	force / extension

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Bingo Card ID 007

Mechanics & Materials

yield point	elastic limit	stopping distance	vector	½ mass x velocity²
force / extension	ultimate tensile strength	stress / strain	force	power
force / area	terminal speed	plastic deformation	braking distance	speed
projectile	scalar	mass x velocity	acceleration	weight
thinking distance	limit of proportionality	extension / original length	velocity	displacement

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Bingo Card ID 008

Mechanics & Materials

yield point	thinking distance	limit of proportionality	plastic deformation	acceleration
elastic limit	weight	braking distance	projectile	extension / original length
ultimate tensile strength	terminal speed	speed	force / area	force
velocity	displacement	½ mass x velocity²	power	stopping distance
mass x velocity	force / extension	stress / strain	scalar	vector

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Bingo Card ID 009

Mechanics & Materials

limit of proportionality	mass x velocity	scalar	vector	braking distance
projectile	extension / original length	force	power	thinking distance
terminal speed	speed	yield point	force / area	stress / strain
velocity	force / extension	stopping distance	elastic limit	plastic deformation
acceleration	ultimate tensile strength	displacement	½ mass x velocity²	weight

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Bingo Card ID 010

Mechanics & Materials

weight	vector	stopping distance	displacement	elastic limit
stress / strain	force / extension	force / area	braking distance	acceleration
scalar	½ mass x velocity²	thinking distance	mass x velocity	ultimate tensile strength
power	yield point	projectile	velocity	extension / original length
plastic deformation	terminal speed	limit of proportionality	force	speed

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Bingo Card ID 011

Mechanics & Materials

displacement	velocity	thinking distance	braking distance	force
speed	limit of proportionality	projectile	scalar	ultimate tensile strength
force / extension	yield point	stopping distance	½ mass x velocity²	power
stress / strain	terminal speed	vector	elastic limit	weight
acceleration	force / area	extension / original length	plastic deformation	mass x velocity

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Bingo Card ID 012

Mechanics & Materials

stress / strain	force / extension	speed	displacement	force / area
mass x velocity	scalar	plastic deformation	velocity	force
power	ultimate tensile strength	braking distance	½ mass x velocity²	yield point
projectile	weight	thinking distance	limit of proportionality	elastic limit
acceleration	terminal speed	stopping distance	vector	extension / original length

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Bingo Card ID 013

Mechanics & Materials

ultimate tensile strength	½ mass x velocity²	extension / original length	limit of proportionality	mass x velocity
scalar	elastic limit	force	yield point	speed
stress / strain	vector	thinking distance	force / area	force / extension
acceleration	stopping distance	braking distance	plastic deformation	weight
displacement	power	projectile	velocity	terminal speed

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Bingo Card ID 014

Mechanics & Materials

mass x velocity	½ mass x velocity²	extension / original length	power	scalar
elastic limit	ultimate tensile strength	terminal speed	plastic deformation	speed
force / area	velocity	stress / strain	acceleration	projectile
stopping distance	braking distance	weight	force	vector
thinking distance	yield point	limit of proportionality	force / extension	displacement

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Bingo Card ID 015

Mechanics & Materials

force / extension	limit of proportionality	projectile	stress / strain	displacement
terminal speed	weight	scalar	force	braking distance
speed	extension / original length	vector	ultimate tensile strength	thinking distance
½ mass x velocity²	plastic deformation	force / area	yield point	acceleration
velocity	elastic limit	stopping distance	power	mass x velocity

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Bingo Card ID 016

Mechanics & Materials

braking distance	speed	power	yield point	force / area
weight	velocity	ultimate tensile strength	½ mass x velocity²	scalar
terminal speed	stopping distance	acceleration	projectile	mass x velocity
stress / strain	thinking distance	plastic deformation	limit of proportionality	vector
extension / original length	force / extension	displacement	force	elastic limit

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Bingo Card ID 017

Mechanics & Materials

projectile	speed	force	yield point	½ mass x velocity²
extension / original length	force / extension	displacement	vector	limit of proportionality
mass x velocity	scalar	acceleration	plastic deformation	stress / strain
power	elastic limit	velocity	stopping distance	terminal speed
thinking distance	weight	braking distance	force / area	ultimate tensile strength

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Bingo Card ID 018

Mechanics & Materials

power	displacement	acceleration	extension / original length	ultimate tensile strength
scalar	thinking distance	speed	stopping distance	terminal speed
weight	projectile	plastic deformation	mass x velocity	limit of proportionality
vector	force / area	force / extension	force	elastic limit
braking distance	stress / strain	velocity	yield point	½ mass x velocity²

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Bingo Card ID 019

Mechanics & Materials

force / area	plastic deformation	½ mass x velocity²	power	mass x velocity
elastic limit	limit of proportionality	extension / original length	scalar	stopping distance
terminal speed	yield point	thinking distance	force	vector
stress / strain	force / extension	ultimate tensile strength	braking distance	acceleration
projectile	velocity	speed	weight	displacement

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Bingo Card ID 020

Mechanics & Materials

scalar	vector	force / area	speed	acceleration
stress / strain	stopping distance	force / extension	projectile	displacement
½ mass x velocity²	velocity	plastic deformation	power	limit of proportionality
ultimate tensile strength	elastic limit	weight	yield point	terminal speed
braking distance	force	extension / original length	mass x velocity	thinking distance

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Bingo Card ID 021

Mechanics & Materials

vector	stopping distance	speed	force / extension	thinking distance
terminal speed	projectile	weight	extension / original length	braking distance
elastic limit	force	yield point	½ mass x velocity^2	mass x velocity
stress / strain	ultimate tensile strength	acceleration	scalar	power
force / area	displacement	plastic deformation	velocity	limit of proportionality

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Bingo Card ID 022

Mechanics & Materials

power	acceleration	extension / original length	mass x velocity	stopping distance
projectile	stress / strain	displacement	limit of proportionality	braking distance
yield point	ultimate tensile strength	velocity	plastic deformation	thinking distance
elastic limit	scalar	vector	force	force / extension
weight	½ mass x velocity^2	terminal speed	speed	force / area

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Bingo Card ID 023

Mechanics & Materials

plastic deformation	mass x velocity	acceleration	stress / strain	elastic limit
vector	yield point	terminal speed	weight	limit of proportionality
ultimate tensile strength	power	force / area	force / extension	½ mass x velocity²
scalar	velocity	stopping distance	speed	extension / original length
force	thinking distance	braking distance	displacement	projectile

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Bingo Card ID 024

Mechanics & Materials

velocity	terminal speed	force / area	displacement	plastic deformation
stopping distance	speed	½ mass x velocity²	weight	projectile
scalar	force / extension	extension / original length	power	limit of proportionality
stress / strain	acceleration	elastic limit	mass x velocity	force
thinking distance	vector	braking distance	ultimate tensile strength	yield point

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Bingo Card ID 025

Mechanics & Materials

terminal speed	scalar	weight	extension / original length	elastic limit
limit of proportionality	power	acceleration	mass x velocity	yield point
plastic deformation	speed	displacement	vector	velocity
ultimate tensile strength	½ mass x velocity²	force	thinking distance	stopping distance
force / extension	projectile	stress / strain	braking distance	force / area

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Bingo Card ID 026

Mechanics & Materials

acceleration	force / extension	mass x velocity	ultimate tensile strength	force / area
braking distance	yield point	power	vector	plastic deformation
extension / original length	stress / strain	projectile	elastic limit	stopping distance
terminal speed	velocity	scalar	½ mass x velocity²	speed
thinking distance	limit of proportionality	displacement	force	weight

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Bingo Card ID 027

Mechanics & Materials

projectile	force / extension	yield point	weight	scalar
vector	braking distance	acceleration	½ mass x velocity²	velocity
extension / original length	terminal speed	power	elastic limit	thinking distance
limit of proportionality	stopping distance	speed	mass x velocity	plastic deformation
displacement	stress / strain	ultimate tensile strength	force	force / area

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Bingo Card ID 028

Mechanics & Materials

plastic deformation	thinking distance	yield point	stress / strain	force / area
vector	velocity	weight	acceleration	speed
elastic limit	terminal speed	ultimate tensile strength	mass x velocity	limit of proportionality
extension / original length	displacement	force / extension	force	scalar
½ mass x velocity²	stopping distance	braking distance	power	projectile

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Bingo Card ID 029

Mechanics & Materials

plastic deformation	displacement	velocity	acceleration	extension / original length
force / extension	braking distance	elastic limit	power	limit of proportionality
scalar	speed	½ mass x velocity²	weight	force / area
terminal speed	ultimate tensile strength	vector	force	yield point
stopping distance	stress / strain	thinking distance	mass x velocity	projectile

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Bingo Card ID 030

Mechanics & Materials

stopping distance	force / extension	braking distance	force / area	weight
force	speed	vector	plastic deformation	yield point
thinking distance	scalar	projectile	extension / original length	displacement
power	ultimate tensile strength	terminal speed	mass x velocity	elastic limit
acceleration	velocity	stress / strain	limit of proportionality	½ mass x velocity²

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