GCSE Physics 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/rawuf

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/rawuf

Edit and Create

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

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

Legal

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.

area under velocity time graph displacement	gradient of velocity time graph acceleration	when resultant force is zero Newton's First Law	F = ma Newton's Second Law	pairs of forces Newton's Third Law	what is always conserved? Momentum	what is the total momentum after a cannon is fired? zero
what to crumple zones do to the impact time? increase	what do drugs affect? thinking distance	what do tyres affect? braking distance	what is kinetic energy measured in? joules	what is the lowest frequency humans can hear? 20Hz	ultrasound is sound above 20kHz	where is the centre of mass of a uniform object? middle
a moving object has kinetic energy	a stretched rubber band has elastic potential energy	an object that has been lifted up has gravitational potential energy	the only factor that affects the period of a pendulum is length	refractive index is always greater than or equal to one	the image formed by a diverging lens is always virtual	the image formed from an object at a distance of 2f from a converging lens is real
lens power is measured in dioptres	what stage is the sun at? main sequence	what will the sun do next? red giant	what will the sun never be? red supergiant	a hydraulic system is an example of a force multiplier	the energy to raise 1kg by 1deg C specific heat capacity	energy to melt 1kg specific latent heat of fusion
energy to vaporize 1kg specific latent heat of vaporization	splitting of a nucleus fission	joining of two nuclei fusion	time it takes for activity to halve half-life	which transformer has more turns on secondary? step up	which transformer at substation? step down	which nuclear radiation is most penetrating? gamma

Bingo Card ID 001

GCSE Physics

joules	Momentum	red supergiant	Newton's Third Law	force multiplier
step down	gravitational potential energy	specific heat capacity	elastic potential energy	kinetic energy
specific latent heat of vaporization	gamma	half-life	Newton's Second Law	length
acceleration	middle	specific latent heat of fusion	20kHz	one
dioptres	step up	virtual	20Hz	zero

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Bingo Card ID 002

GCSE Physics

kinetic energy	fusion	red giant	half-life	step up
joules	dioptres	elastic potential energy	zero	specific heat capacity
acceleration	virtual	length	increase	Newton's Third Law
one	thinking distance	red supergiant	specific latent heat of vaporization	displacement
specific latent heat of fusion	Newton's First Law	20kHz	fission	Momentum

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Bingo Card ID 003

GCSE Physics

increase	kinetic energy	gamma	specific latent heat of fusion	specific latent heat of vaporization
step down	specific heat capacity	displacement	fission	red supergiant
virtual	red giant	Newton's Third Law	main sequence	acceleration
real	fusion	Momentum	middle	20kHz
joules	braking distance	half-life	20Hz	length

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Bingo Card ID 004

GCSE Physics

middle	specific latent heat of fusion	thinking distance	length	force multiplier
Newton's Second Law	specific heat capacity	fusion	20kHz	red giant
gamma	gravitational potential energy	step up	virtual	one
zero	kinetic energy	real	increase	joules
acceleration	specific latent heat of vaporization	red supergiant	Newton's First Law	main sequence

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Bingo Card ID 005

GCSE Physics

force multiplier	middle	Newton's Second Law	20Hz	specific heat capacity
zero	acceleration	specific latent heat of vaporization	dioptres	kinetic energy
half-life	main sequence	20kHz	Momentum	real
thinking distance	fission	elastic potential energy	one	Newton's Third Law
Newton's First Law	gamma	displacement	joules	red supergiant

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Bingo Card ID 006

GCSE Physics

force multiplier	Momentum	specific latent heat of fusion	step up	joules
Newton's First Law	Newton's Third Law	step down	real	specific latent heat of vaporization
half-life	acceleration	kinetic energy	fusion	gamma
20Hz	virtual	specific heat capacity	increase	fission
gravitational potential energy	red giant	dioptres	thinking distance	length

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Bingo Card ID 007

GCSE Physics

one	Newton's First Law	length	gravitational potential energy	real
specific latent heat of fusion	specific latent heat of vaporization	thinking distance	half-life	virtual
braking distance	kinetic energy	step down	red supergiant	Newton's Third Law
fission	increase	20kHz	gamma	red giant
elastic potential energy	acceleration	force multiplier	fusion	displacement

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Bingo Card ID 008

GCSE Physics

joules	one	step down	elastic potential energy	dioptres
virtual	Newton's First Law	20Hz	20kHz	middle
step up	specific heat capacity	red giant	force multiplier	Newton's Second Law
specific latent heat of fusion	kinetic energy	increase	gamma	red supergiant
Momentum	main sequence	real	Newton's Third Law	acceleration

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Bingo Card ID 009

GCSE Physics

dioptres	step up	zero	red giant	step down
displacement	fusion	20kHz	specific heat capacity	length
Newton's Second Law	Newton's Third Law	fission	force multiplier	virtual
joules	increase	gamma	red supergiant	one
thinking distance	acceleration	half-life	specific latent heat of vaporization	braking distance

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Bingo Card ID 010

GCSE Physics

zero	gravitational potential energy	middle	length	Momentum
Newton's First Law	virtual	specific latent heat of fusion	red giant	half-life
braking distance	acceleration	specific heat capacity	20kHz	red supergiant
20Hz	fusion	real	joules	kinetic energy
displacement	step up	force multiplier	fission	one

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Bingo Card ID 011

GCSE Physics

main sequence	Momentum	step up	zero	step down
joules	20kHz	Newton's Third Law	virtual	gamma
specific latent heat of fusion	dioptres	force multiplier	fusion	specific latent heat of vaporization
braking distance	kinetic energy	fission	gravitational potential energy	real
one	increase	length	half-life	Newton's First Law

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Bingo Card ID 012

GCSE Physics

half-life	braking distance	gamma	displacement	Momentum
acceleration	fusion	elastic potential energy	specific heat capacity	step down
main sequence	Newton's Third Law	fission	20kHz	kinetic energy
real	step up	one	specific latent heat of fusion	force multiplier
thinking distance	virtual	joules	middle	zero

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Bingo Card ID 013

GCSE Physics

kinetic energy	displacement	real	Newton's Second Law	fusion
dioptres	Newton's First Law	Newton's Third Law	gamma	one
step down	red giant	step up	half-life	length
joules	acceleration	braking distance	thinking distance	20Hz
gravitational potential energy	20kHz	middle	elastic potential energy	virtual

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Bingo Card ID 014

GCSE Physics

displacement	real	Newton's Second Law	fission	specific latent heat of fusion
step up	Newton's First Law	kinetic energy	fusion	zero
gamma	increase	elastic potential energy	virtual	acceleration
main sequence	red supergiant	force multiplier	20Hz	half-life
gravitational potential energy	middle	20kHz	length	Newton's Third Law

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Bingo Card ID 015

GCSE Physics

braking distance	virtual	dioptres	force multiplier	half-life
increase	Momentum	middle	fusion	thinking distance
gamma	Newton's Third Law	20kHz	specific latent heat of fusion	Newton's Second Law
specific heat capacity	length	real	elastic potential energy	step down
joules	kinetic energy	acceleration	one	specific latent heat of vaporization

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Bingo Card ID 016

GCSE Physics

20kHz	fission	gamma	acceleration	one
red giant	zero	middle	main sequence	specific latent heat of vaporization
specific latent heat of fusion	kinetic energy	thinking distance	red supergiant	real
fusion	20Hz	increase	gravitational potential energy	force multiplier
displacement	joules	half-life	elastic potential energy	specific heat capacity

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Bingo Card ID 017

GCSE Physics

zero	thinking distance	force multiplier	gamma	Newton's Second Law
Newton's Third Law	step down	real	one	step up
length	Momentum	braking distance	dioptres	displacement
specific latent heat of fusion	20Hz	elastic potential energy	fusion	fission
half-life	red supergiant	Newton's First Law	red giant	main sequence

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Bingo Card ID 018

GCSE Physics

fission	Momentum	20Hz	Newton's Second Law	kinetic energy
fusion	step up	joules	gamma	gravitational potential energy
increase	force multiplier	virtual	middle	elastic potential energy
displacement	dioptres	thinking distance	length	acceleration
red giant	red supergiant	step down	Newton's Third Law	braking distance

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Bingo Card ID 019

GCSE Physics

elastic potential energy	acceleration	red giant	Newton's First Law	displacement
fission	real	dioptres	thinking distance	Newton's Second Law
specific latent heat of fusion	gravitational potential energy	step up	fusion	zero
increase	red supergiant	joules	one	half-life
length	Newton's Third Law	kinetic energy	step down	braking distance

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Bingo Card ID 020

GCSE Physics

fusion	acceleration	length	specific latent heat of vaporization	gamma
half-life	20Hz	braking distance	gravitational potential energy	specific heat capacity
Momentum	force multiplier	real	virtual	red supergiant
step down	main sequence	elastic potential energy	fission	dioptres
kinetic energy	step up	Newton's First Law	middle	one

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Bingo Card ID 021

GCSE Physics

length	specific latent heat of fusion	gravitational potential energy	gamma	braking distance
thinking distance	increase	joules	middle	force multiplier
red supergiant	red giant	20kHz	zero	Newton's Second Law
Newton's Third Law	virtual	Newton's First Law	real	displacement
specific heat capacity	one	step up	half-life	step down

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Bingo Card ID 022

GCSE Physics

fission	thinking distance	20Hz	Newton's Second Law	gravitational potential energy
displacement	force multiplier	half-life	Momentum	20kHz
one	kinetic energy	dioptres	main sequence	red giant
joules	elastic potential energy	fusion	specific heat capacity	Newton's First Law
specific latent heat of fusion	specific latent heat of vaporization	length	red supergiant	middle

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Bingo Card ID 023

GCSE Physics

elastic potential energy	displacement	20Hz	red supergiant	Newton's First Law
half-life	length	zero	increase	one
kinetic energy	middle	dioptres	fission	step down
specific latent heat of vaporization	specific latent heat of fusion	acceleration	braking distance	fusion
thinking distance	red giant	real	main sequence	gravitational potential energy

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Bingo Card ID 024

GCSE Physics

increase	main sequence	acceleration	Momentum	specific latent heat of vaporization
red supergiant	elastic potential energy	gamma	gravitational potential energy	thinking distance
real	middle	force multiplier	Newton's Second Law	braking distance
fusion	zero	dioptres	half-life	fission
20Hz	Newton's First Law	displacement	red giant	Newton's Third Law

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Bingo Card ID 025

GCSE Physics

increase	thinking distance	fusion	red supergiant	middle
virtual	Newton's Second Law	fission	Newton's First Law	specific latent heat of fusion
dioptres	20Hz	displacement	one	specific heat capacity
specific latent heat of vaporization	gamma	elastic potential energy	red giant	Momentum
step up	step down	length	kinetic energy	main sequence

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Bingo Card ID 026

GCSE Physics

20Hz	displacement	step up	braking distance	acceleration
kinetic energy	fission	one	20kHz	thinking distance
virtual	length	elastic potential energy	Newton's Second Law	red giant
specific latent heat of vaporization	half-life	Newton's First Law	force multiplier	main sequence
increase	gravitational potential energy	fusion	real	joules

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Bingo Card ID 027

GCSE Physics

one	braking distance	force multiplier	specific latent heat of vaporization	red supergiant
middle	fusion	specific latent heat of fusion	20Hz	20kHz
real	length	Newton's Second Law	specific heat capacity	main sequence
thinking distance	increase	fission	Newton's First Law	step down
dioptres	red giant	step up	joules	zero

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Bingo Card ID 028

GCSE Physics

elastic potential energy	one	joules	zero	half-life
step down	acceleration	red supergiant	specific latent heat of vaporization	thinking distance
red giant	virtual	middle	main sequence	length
20Hz	specific heat capacity	increase	gamma	kinetic energy
Newton's First Law	Momentum	Newton's Second Law	dioptres	displacement

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Bingo Card ID 029

GCSE Physics

elastic potential energy	specific latent heat of vaporization	Momentum	virtual	red giant
red supergiant	main sequence	20Hz	Newton's Second Law	step down
braking distance	specific latent heat of fusion	20kHz	zero	fission
Newton's First Law	fusion	dioptres	specific heat capacity	gamma
real	middle	kinetic energy	acceleration	increase

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Bingo Card ID 030

GCSE Physics

braking distance	gravitational potential energy	20kHz	acceleration	gamma
middle	virtual	Newton's Third Law	length	red supergiant
one	elastic potential energy	specific heat capacity	joules	force multiplier
fusion	step up	Newton's Second Law	specific latent heat of fusion	thinking distance
Momentum	zero	fission	kinetic energy	increase

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