

Zeynep Açıkgöz

2022100078

Fen Bilimleri

F.7.3.2. Kuvvet, İş ve Enerji İlişkisi

[Canva Link](#)

**Navigation Information:**

When the 'Başla' button is clicked → Transition to Screen 2

Media Information:

- Background: Green village area, trees, flowers
- Characters: Tonton Nuri, and Mert
- Title: Sürpriz Peşinde
- Button: 'Başla'



Navigation Information:

When the 'Tamam' button is clicked →
Transition to Screen 3

Media Information:

- Background: Tonton Nuri's house, neglected garden
- Character: Tonton Nuri
- Button: 'Tamam'



Navigation Information:

When the '-->' button is clicked:
Transition to Screen 4

'-->' button becomes active after the name is entered.

Media Information:

- Background: Tonton Nuri's house, neglected garden
- Characters: Tonton Nuri and Mert
- Input field: Placeholder text 'Adın ne?'
- Button: '-->'
- Animation: Mert waving while saying 'hello'



Navigation Information:

When the 'Hazırım' button is clicked:
Transition to Screen 5 and start the activities.

Media Information:

- Background: Tonton Nuri's house, neglected garden
- Characters: Zıpir Mert
- Quest List panel: 3 quest
- Button: 'Hazırım'

Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığını
bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

İş var mı?

Dolabı yerden yukarı kaldırıran kişiler iş yapıyor mu?

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 6
(--> button becomes active when after clicking the 'Çalıştır' button)
Click the 'Çalıştır' button to activate the simulation.

Media Information:

MAch,ne UI: "İş dedektörü" (Work Detector).
Visual: Two people lifting a cupboard upwards.
Question: "Dolabı yerden yukarı kaldırıran kişiler iş yapıyor mu?"
A low-opacity background related to the game theme.
Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığını bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

Dolabı yerden yukarı kaldırın kişiler iş yapıyor mu?

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 7
(--> button becomes active when after clicking the 'Çalıştır' button)

Media Information:

Machine UI: "İş dedektörü" (Work Detector).
Visual: Two people lifting a cupboard upwards.
There is work, checkmark
Question: "Dolabı yerden yukarı kaldırın kişiler iş yapıyor mu?"
A low-opacity background related to the game theme.
Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
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Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığına
bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

İş var ✓

İlkine baktık. Şimdi ikinciye bakalım. ➡

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 8

Media Information:

Visual: Two people lifting a cupboard upwards.
Only first example

Statement: "İlkine baktık. Şimdi ikinciye bakalım."

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 9
(--> button becomes active when after clicking the 'Çalıştır' button)

Click the 'Çalıştır' button to activate the simulation.

Media Information:

Machine UI: Work Detector.

Visual: A person pushing a wall that doesn't move.

Question: "Duvarı iten ama hareket ettirmeyen biri iş yapıyor sayılır mı?"

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığına
bakalım. Çalıştırmak için butona tıkla.**

Tabi ki fiziksel anlamdaki işten söz ediyoruz.

Duvarı iten ama hareket ettirmeyen biri iş yapıyor mu?

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 10
(--> button becomes active when after clicking the 'Çalıştır' button)

Media Information:

Machine UI: Work Detector.

Visual: A person pushing a wall that doesn't move.
There is no work, cross

Question: "Duvari iten ama hareket ettirmeyen biri iş yapıyor sayılır mı?"

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığını
bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

İş var ✓

İş yok ✗

Şimdi ise üçüncü bakalım.

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 11

Media Information:

Visual: First two example

Statement: "Şimdi ise üçüncüye bakalım."

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığını
bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

İş var mı?

Market arabasını iterek ilerleyen biri iş正在做吗?

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 12
(--> button becomes active when after clicking the 'Çalıştır' button)

Click the 'Çalıştır' button to activate the simulation.

Media Information:

Machine UI: Work Detector.

Visual: A person pushing a market cart while walking.

Question: "Market arabasını iterek ilerleyen biri iş正在做吗?"

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığını
bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

Market arabasını iterek ilerleyen biri iş yapıyor mu?

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 13
('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

Machine UI: Work Detector.

Visual: A person pushing a market cart while walking.
There is work, checkmark

Question: "Market arabasını iterek ilerleyen biri iş yapıyor mu?"

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığına
bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

İş var ✓

İş yok ✗

İş var ✓

Ve son olarak dördüncüye bakalım.

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 13

Media Information:

Visual: First there example

Statement: "Ve son olarak dördüncüye bakalım."

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığını
bakalım. Çalıştırmak için butona tıkla.**
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

İş var mı?

Sırt çantasını yerden alıp sırtına takıp yürüyen biri iş正在做吗？

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 15
(--> button becomes active when after clicking the 'Çalıştır' button)

Click the 'Çalıştır' button to activate the simulation.

Media Information:

Machine UI: Work Detector.

Visual: A boy walking with a backpack.

Question: "Sırt çantasını yerden alıp sırtına takıp yürüyen biri iş正在做吗？"

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Bu görev çok kolay! İş dedektörüm ile hemen bitecek.
İş dedektörünü kullanarak yapacağımız şeylerden nelerin iş olup olmadığını bakalım. Çalıştırmak için butona tıkla.
Tabi ki fiziksel anlamdaki işten söz ediyoruz.

Sırt çantasıyla yürüyen biri iş正在做吗？

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 16
(--> button becomes active when after clicking the 'Çalıştır' button)

Media Information:

Machine UI: Work Detector.

Visual: A boy walking with a backpack.
There is no work, cross

Question: "Sırt çantasını yerden alıp sırtına takıp yürüyen biri iş正在做吗？"

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Navigation Information:

When the '-->' button is clicked:
Transition to Screen 17

Media Information:

Visual: All examples
Statement: 'Sonuçlar şaşırttı mı? Hadi senle birlikte olup biteni inceleyelim!'
A low-opacity background related to the game theme.
Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

incelemelerimizi not almayı unutma [öğrenci adı]!

ilerleyen görevlerde ihtiyaç duyduğumuzda notlara bakabileceğiz.

Not defterin

Tamam

Navigation Information:

Click the 'Tamam' button to proceed.

Media Information:

- Character: Zıpir Mert
- Interaction: Notebook notification.
- Text: "İncelemelerimizi not almayı unutma..."
- Text: "Not defterin."
- Visual: Icon of a notebook.
- Button: 'Tamam'

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)



kuvvetin yönü

yer değiştirme yönü

İş var



İlk durumu incelemekle başlayalım.

**Media Information:**

Dropdown menu: Select force direction displacement direction using dropdown menu

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the "Kapat" button to close the feedback panel.

or

Click the "-->" button to close the feedback panel

**Media Information:**

Feedback screen

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)



İş var



İlk durumu incelemekle başlayalım.

**Media Information:**

Analysis: Reviewing the Cupboard Lifting scene.

Visual: Table showing Force Direction (Up) and Displacement Direction (Up).

Result: "İş var" (Work Done) - Green Checkmark.

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

İş var ✓

kuvvetin yönü
↑

yer değiştirme yönü
↑

Devam edelim.

A green circular button with a white arrow pointing right is located in the bottom right corner of the main area.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

Visual: First example

Statement: "Devam edelim."

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad,

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)



kuvvetin yönü

yer değiştirme yönü

İş var



Sıra ikinci durumda.

**Media Information:**

Dropdown menu: Select force direction displacement direction using dropdown menu

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

Duvarı ne tarafa doğru ittirmeye çalışıyor?

Kapat

Navigation Information:

Navigation Information:

Click the "Kapat" button to close the feedback panel.

or

Click the "-->" button to close the feedback panel

Media Information:

Feedback screen

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the "Kapat" button to close the feedback panel.

or

Click the "-->" button to close the feedback panel

**Media Information:**

Feedback screen

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.



İş var



Sıra ikinci durumda.



Navigation Information:

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)

Media Information:

Analysis: Reviewing the Wall Pushing scene.

Visual: Table showing Force Direction (Left) and Displacement (None).

Result: "İş yok" (No Work) - Red Cross.

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

İş var ✓

İş yok ✗

kuvvetin yönü
↑

yer değiştirme yönü
↑

kuvvetin yönü
←

yer değiştirme yönü
↔

yer değiştirme yönü
↑

Devam edelim.

Navigation Information:
Click the Right Arrow button to proceed.

Media Information:
Visual: First two examples
Statement: "Devam edelim"
A low-opacity background related to the game theme.
Buttons: Exit, Back, Continue, Notepad,

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.



İş var



Navigation Information:

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)

Media Information:

Dropdown menu: Select force direction displacement direction using dropdown menu

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır



Şimdi ise üçüncü durumu inceleyelim.



Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.



İş var



Şimdi ise üçüncü durumu inceleyelim.



Navigation Information:

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)

Media Information:

Analysis: Reviewing the Market Cart scene.

Visual: Table showing Force Direction (Right) and Displacement Direction (Right).

Result: "İş var" (Work Done) - Green Checkmark.

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

İş var ✓

İş yok ✗

İş var ✓

kuvvetin yönü ↑

kuvvetin yönü ←

kuvvetin yönü →

yer değiştirme yönü ↑

yer değiştirme yönü ↔

yer değiştirme yönü →

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

Visual: First three examples

Statement: "Devam edelim."

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad,

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)



İş var



Ve son olarak dördüncü duruma bakalım.

**Media Information:**

Dropdown menu: Select force direction displacement direction using dropdown menu

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the "Kapat" button to close the feedback panel.

or

Click the "-->" button to close the feedback panel

Media Information:

Feedback screen

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

**Navigation Information:**

Click the Right Arrow button to proceed.

('-->' button becomes active when after completing the dropdown questions - force direction and displacement direction)



İş var



Ve son olarak dördüncü duruma bakalım.

**Media Information:**

Analysis: Reviewing the Backpack scene.

Visual: Table showing Force Direction (Up) and Displacement Direction (Right).

Result: "İş yok" (No Work) - Red Cross.

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

İş var ✓

kuvvetin yönü ↑

yer değiştirme yönü ↑

İş yok ✗

kuvvetin yönü ←

yer değiştirme yönü ↔

İş var ✓

kuvvetin yönü →

yer değiştirme yönü →

İş yok ✗

kuvvetin yönü ↑

yer değiştirme yönü →

Deftere Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the question by dropdown options)

Media Information:

Summary Table: Displays all 4 scenarios with their Force/Displacement vectors and "Work/No Work" results side-by-side.

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.



İş var

kuvvetin yönü
↑

yer değiştirme yönü
↑



İş yok

kuvvetin yönü
←

yer değiştirme yönü
↔



İş var

kuvvetin yönü
→

yer değiştirme yönü
→



İş yok

kuvvetin yönü
↑

yer değiştirme yönü
→

Deftere Kaydet



Navigation Information:

Click the 'Deftere Kaydet' button to proceed.

Media Information:

Summary Table: Displays all 4 scenarios with their Force/Displacement vectors and "Work/No Work" results side-by-side.

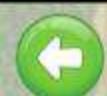
Deftere Kaydet button

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.



SAYFA 1

İş var ✓	İş yok ✗	İş var ✓	İş yok ✗
kuvvetin yönü ↑ yer değiştirme yönü ↑	kuvvetin yönü ← yer değiştirme yönü ↔	kuvvetin yönü → yer değiştirme yönü →	kuvvetin yönü ↑ yer değiştirme yönü →

önceki sayfa sonraki sayfa

Tamam

Navigation Information:

Click the 'Tamam' button to proceed.

Media Information:

Notebook

Summary Table-Displays all 4 scenarios with their Force/Displacement vectors and "Work/No Work" results side-by-side.

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

The screen displays four scenarios illustrating work or no work:

- Scenario 1:** Two boys move a large wooden barrel. Force vector (up) and displacement vector (up). Result: **İş var ✓**
- Scenario 2:** A boy pushes a heavy door. Force vector (up) and displacement vector (up). Result: **İş yok ✗**
- Scenario 3:** A woman pushes a shopping cart in a supermarket. Force vector (right) and displacement vector (right). Result: **İş var ✓**
- Scenario 4:** A boy walks along a path with a backpack. Force vector (up) and displacement vector (right). Result: **İş yok ✗**

A large speech bubble at the bottom asks: **İş yapılan durumlarda dikkatini bir şey çekti mi?** (Did he take his attention away from anything in the situations where work was done?)

Navigation Information:

'Başla' butonuna tıklandığında → Ekran 2'ye geçiş

Media Information:

Summary Table: Displays all 4 scenarios with their Force/Displacement vectors and "Work/No Work" results side-by-side.

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad,

Learning Objectives:

- Students will be able to describe the difference between the everyday meaning of "work" and the scientific one.
- Students will be able to determine whether physical work is done in given daily life scenarios.

kuvvetin yönü
↑kuvvetin yönü
↑kuvvetin yönü
→kuvvetin yönü
↑yer değiştirme yönü
↑yer değiştirme yönü
↔yer değiştirme yönü
→yer değiştirme yönü
→İş var mı? İş var mı? İş var mı? İş var mı?

Bir iş yapılabilmesi için kuvvet uygulanmalı ve nesne yer değiştirmeli. Ama burda da gördüğümüz gibi iş ancak ve ancak kuvvet ve yer değiştirme aynı doğrultuda olduğunda yapılır.

Deftere
Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

Paragraf mzjdhvkjdvkd
jndvkjnkdjetniniz

Learning Objectives:

- Students will be able to express why holding an object still does not count as physical work.
- Students will be able to summarize the relationship between force direction and displacement direction in determining work.

kuvvetin yönü
↑yer değiştirme yönü
↑

İş var mı?

kuvvetin yönü
↑yer değiştirme yönü
↔

İş var mı?

kuvvetin yönü
→yer değiştirme yönü
→

İş var mı?

kuvvetin yönü
↑yer değiştirme yönü
→

İş var mı?

Bir iş yapılabilmesi için kuvvet uygulanmalı ve nesne yer değiştirmeli. Ama burda da gördüğümüz gibi iş ancak ve ancak kuvvet ve yer değiştirme aynı doğrultuda olduğunda yapılır.

Deftere
Kaydet

Navigation Information:

Click the 'Deftere Kaydet' button to proceed.

Media Information:

Paragraf mzjdhvkjdvkd
jndvkjnkdjetniniz

Learning Objectives:

- Students will be able to express why holding an object still does not count as physical work.
- Students will be able to summarize the relationship between force direction and displacement direction in determining work.

**Navigation Information:**

'Başla' butonuna tıklandığında → Ekran 2'ye geçiş

SAYFA 2

Bir iş yapılabilmesi için kuvvet uygulanmalı ve nesne yer değiştirmeli.

Ama iş ancak ve ancak kuvvet ve yer değiştirme aynı doğrultuda olduğunda yapılır.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to express why holding an object still does not count as physical work.
- Students will be able to summarize the relationship between force direction and displacement direction in determining work.

**Navigation Information:**

Click the 'Rozetini Al' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini Al

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

Learning Objectives:



İlk görevde iş yapılıyor mu
diye kontrol ettin.
Şimdi iş yapma sırası
sende!

İŞ ÖLÇER

Tamam

Navigation Information:

Click the 'Tamam' button to proceed.

Media Information:

Machine UI: İş Ölçer

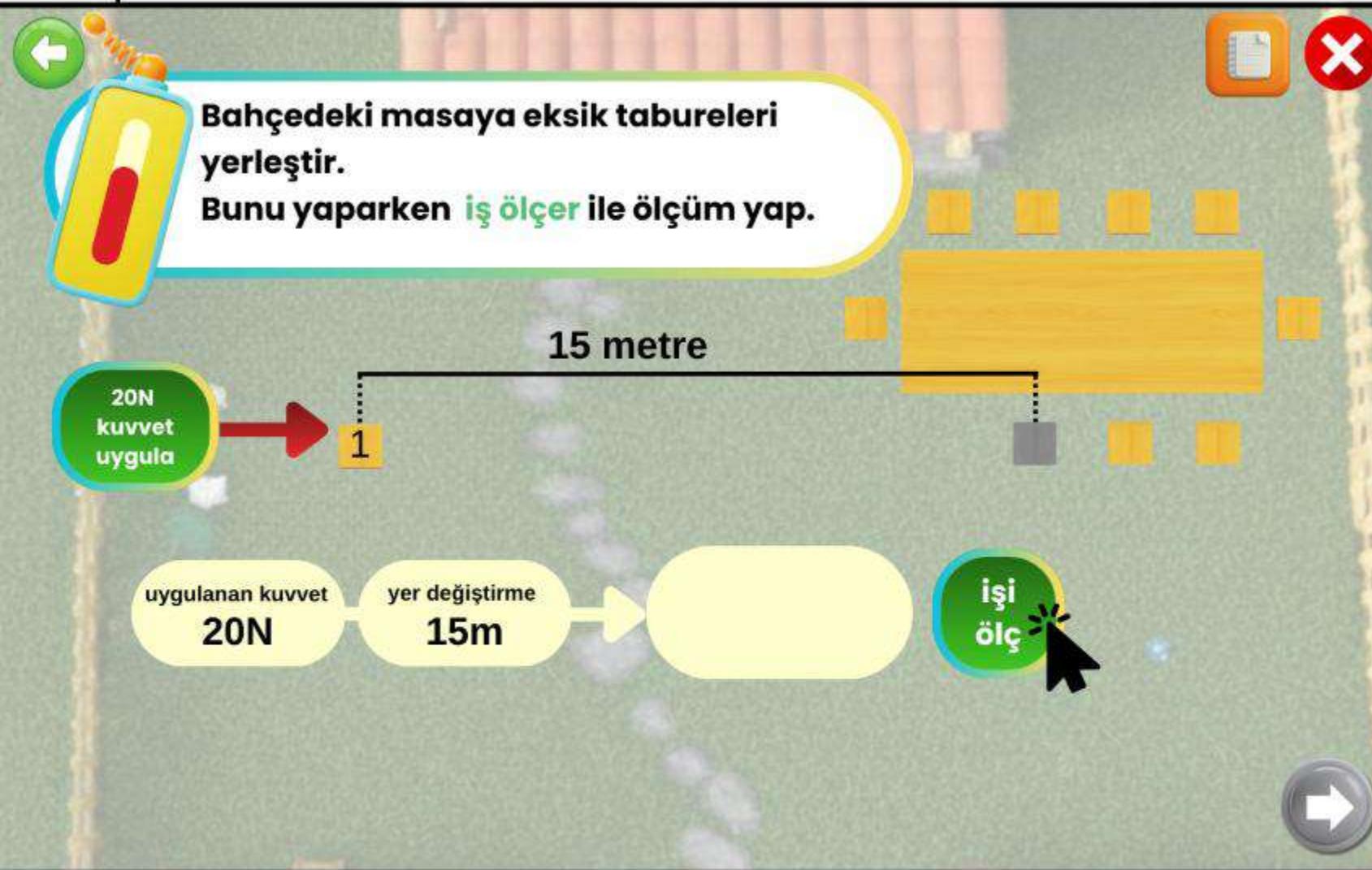
Zıpir Mert

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

('İş Ölç' button becomes active when after clicking the "20N kuvvet uygula" button and filling the blanks by dropdown options)

Media Information:

Dropdown menu: Select force direction displacement direction using dropdown menu

Machine UI: İş Ölçer

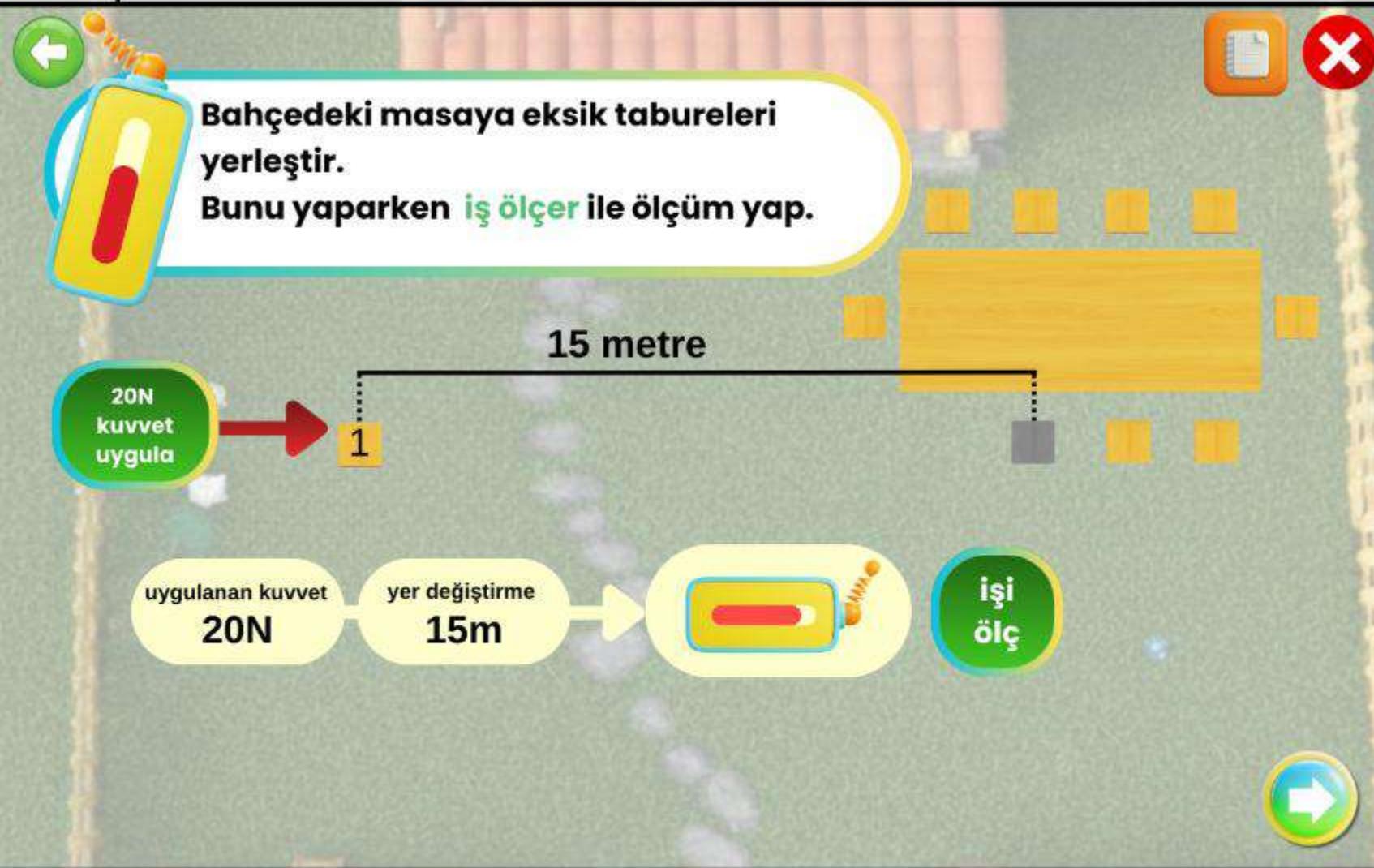
Table

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, İş Ölç, 20N Kuvvet Uygula

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

('Right Arrow' button becomes active when after clicking the 'İş Ölç' button)

Media Information:

Dropdown menu: Select force direction displacement direction using dropdown menu

Machine UI: İş Ölçer

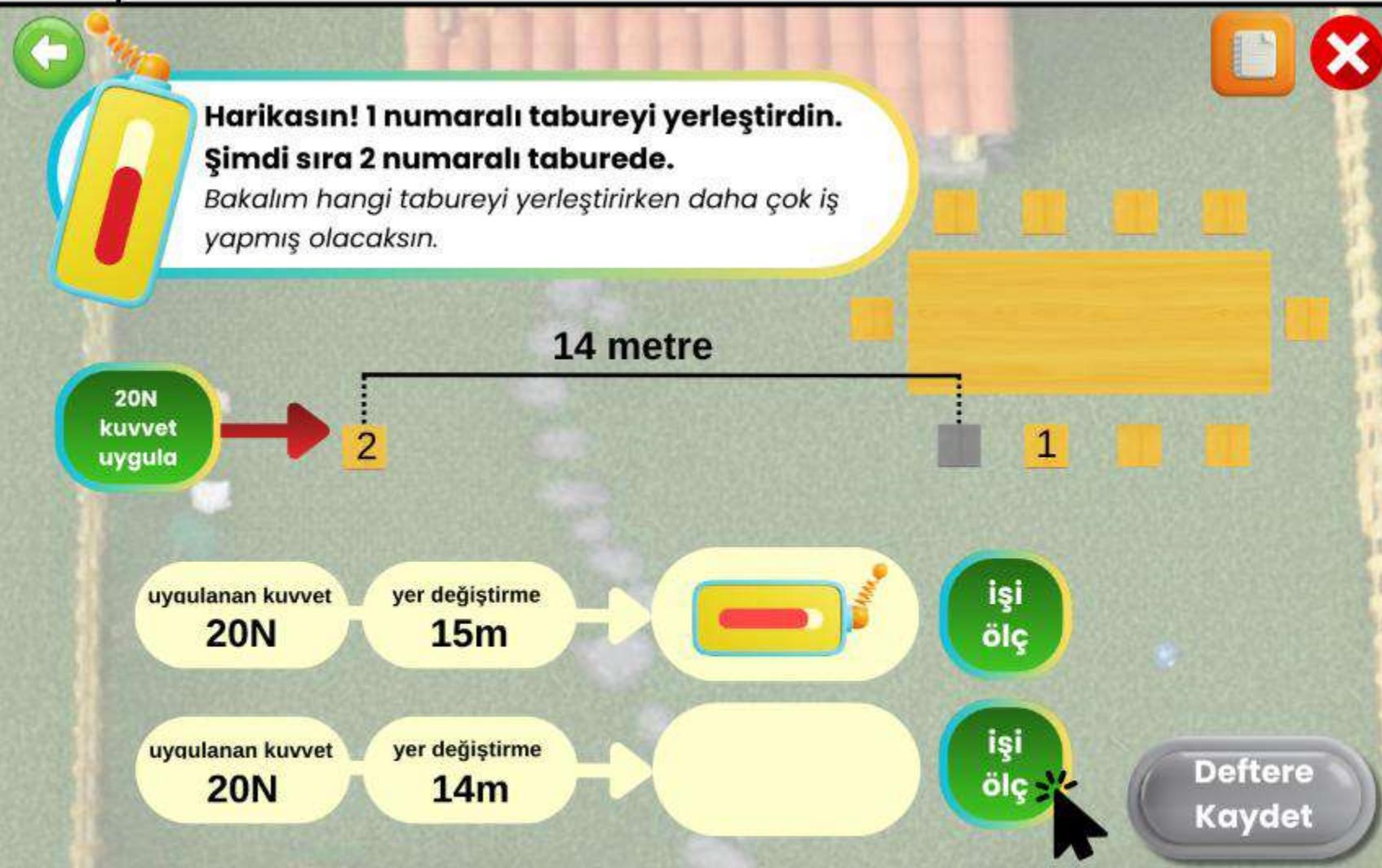
Table

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, İş Ölç, 20N Kuvvet Uygula

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

('Deftere Kaydet' button becomes active when after clicking the 'İş Ölç' button)

Media Information:

Dropdown menu: Select force direction displacement direction using dropdown menu

Machine UI: İş Ölçer

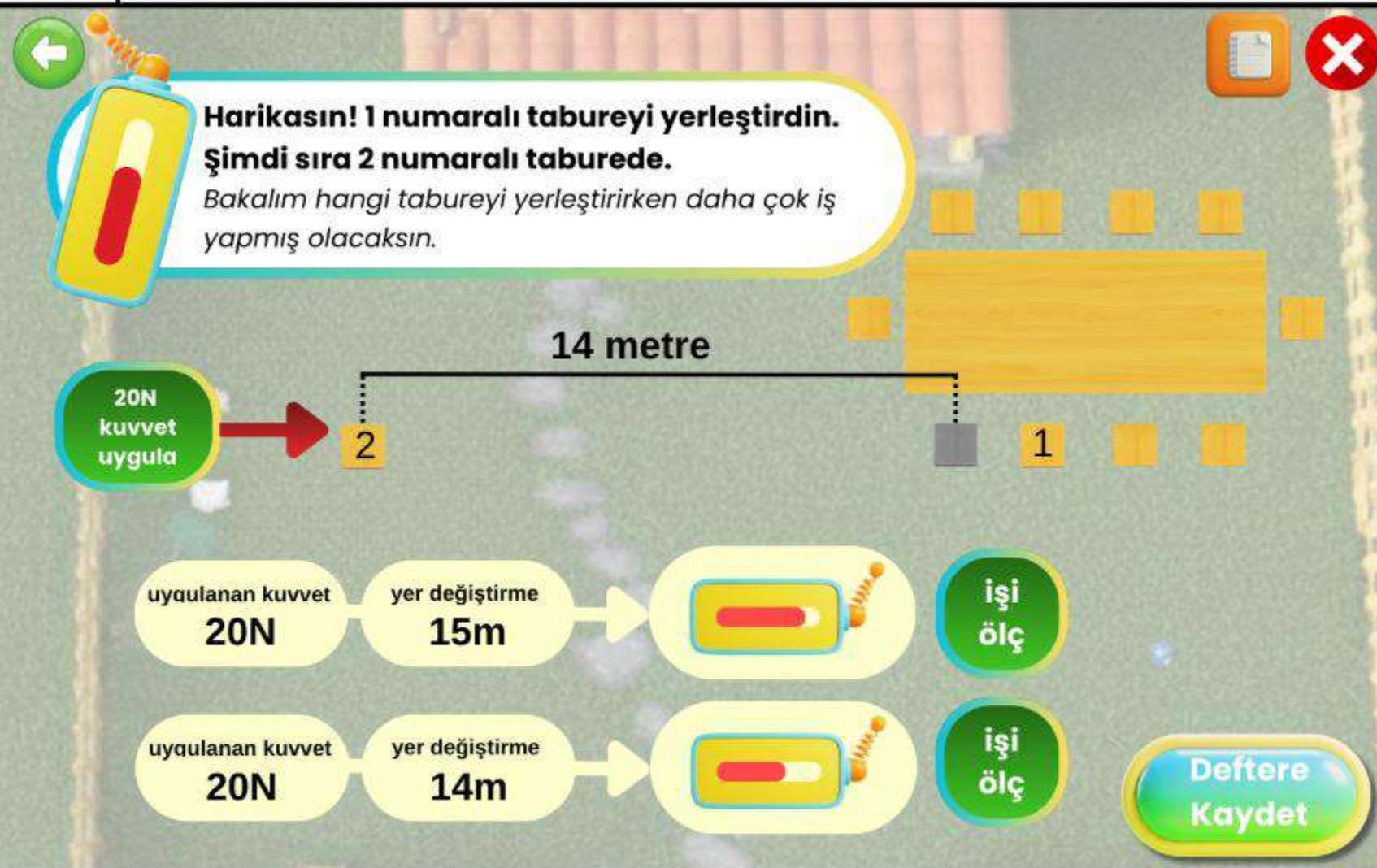
Table

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, İş Ölç, 20N Kuvvet Uygula

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the “Deftere Kaydet” button to proceed.

Media Information:

Dropdown menu: Select force direction displacement direction using dropdown menu

Machine UI: İş Ölçer

Table

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, İş Ölç, 20N Kuvvet Uygula

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the "Tamam" button to proceed.

**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa, sonraki sayfa

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

uygulanan kuvvet
20N

yer değiştirme
15m

uygulanan kuvvet
20N

yer değiştirme
14m

1

2

Uygulanan kuvvet iki durumda da aynıken, yer değiştirme 1 numaralı taburede daha fazladır.

ve

1 numaralı **tabureyi yerine koyarken yapılan iş daha fazladır.**

Deftere Kaydet

Navigation Information:

Click the 'Deftere Kaydet' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Deftere Kaydet

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the "Kapat" button to close the feedback panel.

or

Click the "-->" button to close the feedback panel

**Media Information:**

Feedback screen

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 4

Uygulanan kuvvet iki durumda da aynıyken, yer değiştirme 1 numaralı taburede daha fazladır.

ve

1 numaralı tabureyi yerine koyarken yapılan iş daha fazladır.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.



Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Deftere Kaydet, Notepad,



Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

Navigation Information:

Click the 'Deftere Kaydet' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Deftere Kaydet, Notepad,

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 5

Uygulanan kuvvet eşit ise;

Yer değiştirme arttıkça
yapılan iş artar.

Yer değiştirme azaldıkça
yapılan iş azalır.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the 'Rozetini AI' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini AI

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

Learning Objectives:

**Navigation Information:**

Click the 'Tamam' button to proceed.

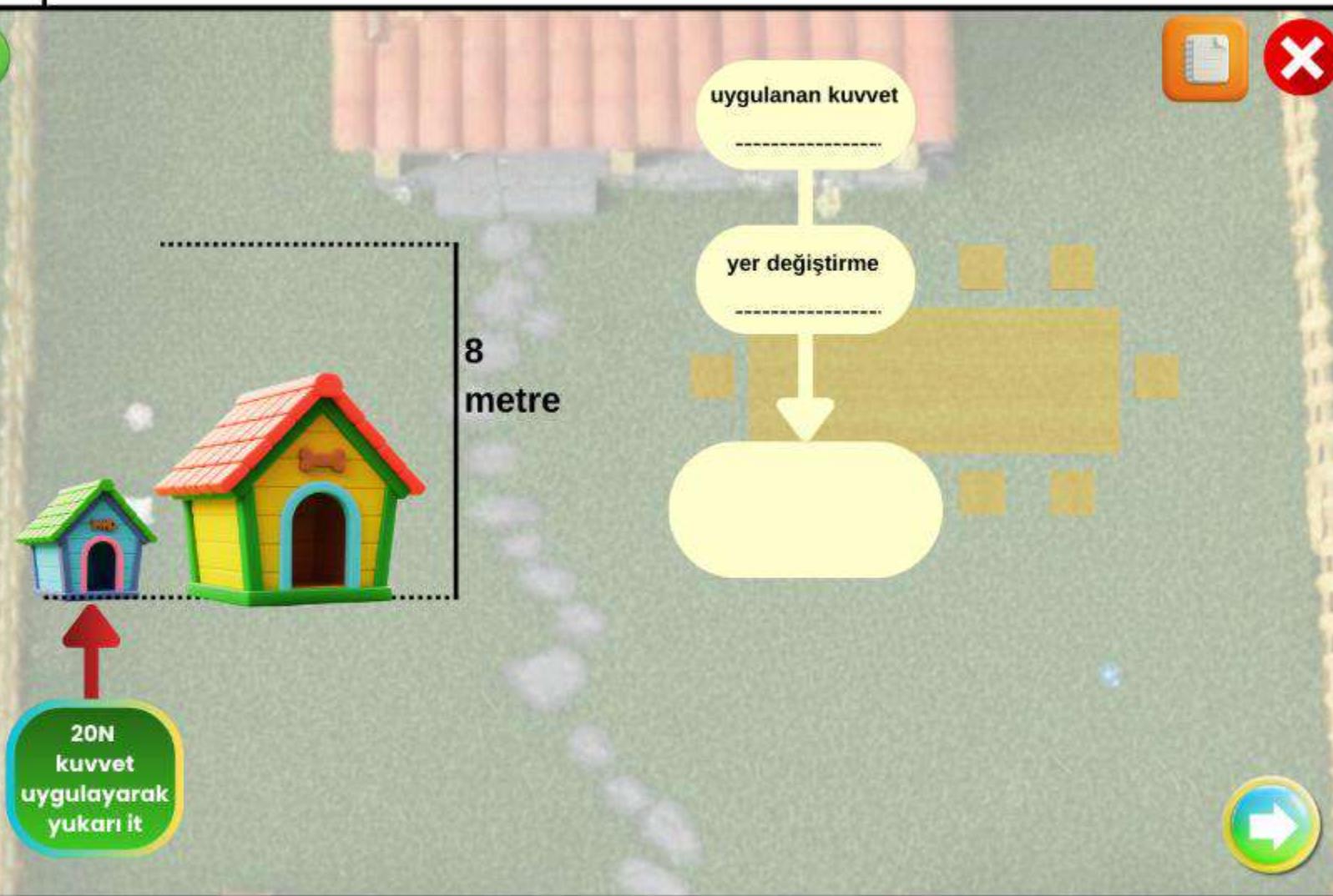
Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, Çalıştır

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

Right Arrow button becomes active after clicking "20N kuvvet uygulayarak yukarı it" button

Media Information:

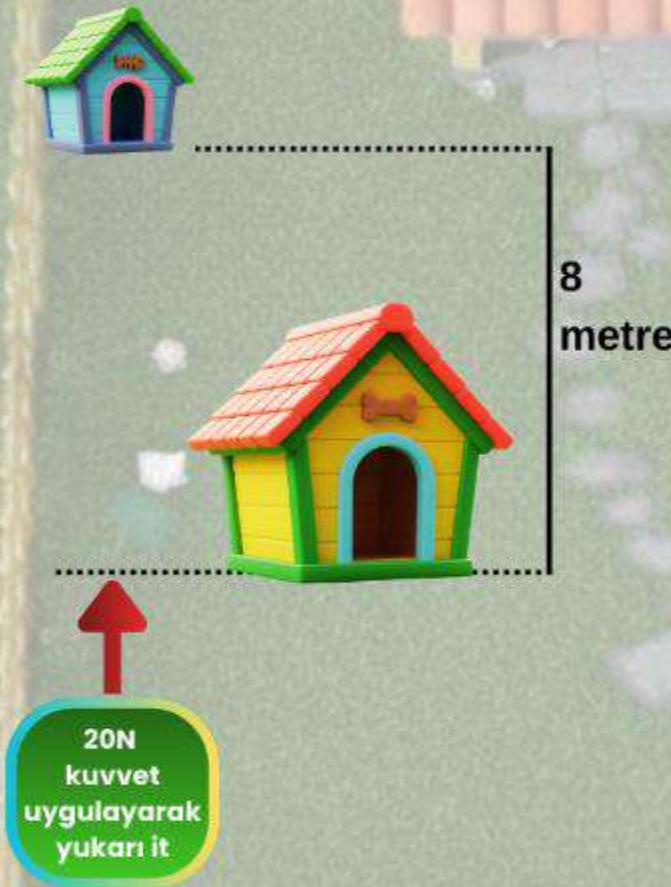
A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it

Visuals: Cat house, dog house

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.



Navigation Information:

Click the Right Arrow button to proceed.

Right Arrow button becomes active after clicking iş Ölç button.

Media Information:

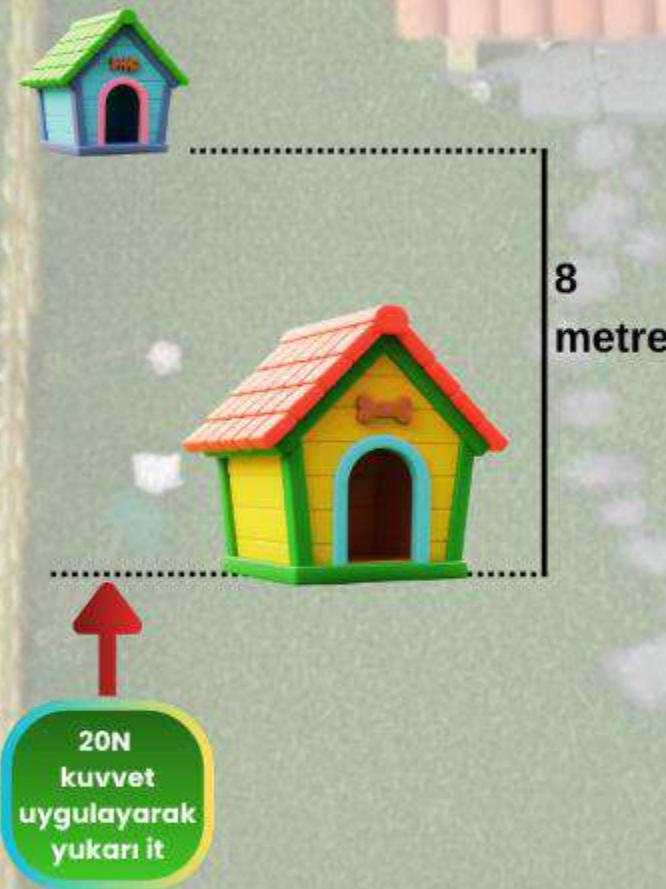
A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, iş Ölç

Visuals: Cat house, dog house

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.



Navigation Information:

Click the Right Arrow button to proceed.

Right Arrow button becomes active after clicking "20N kuvvet uygulayarak yukarı it" button

Media Information:

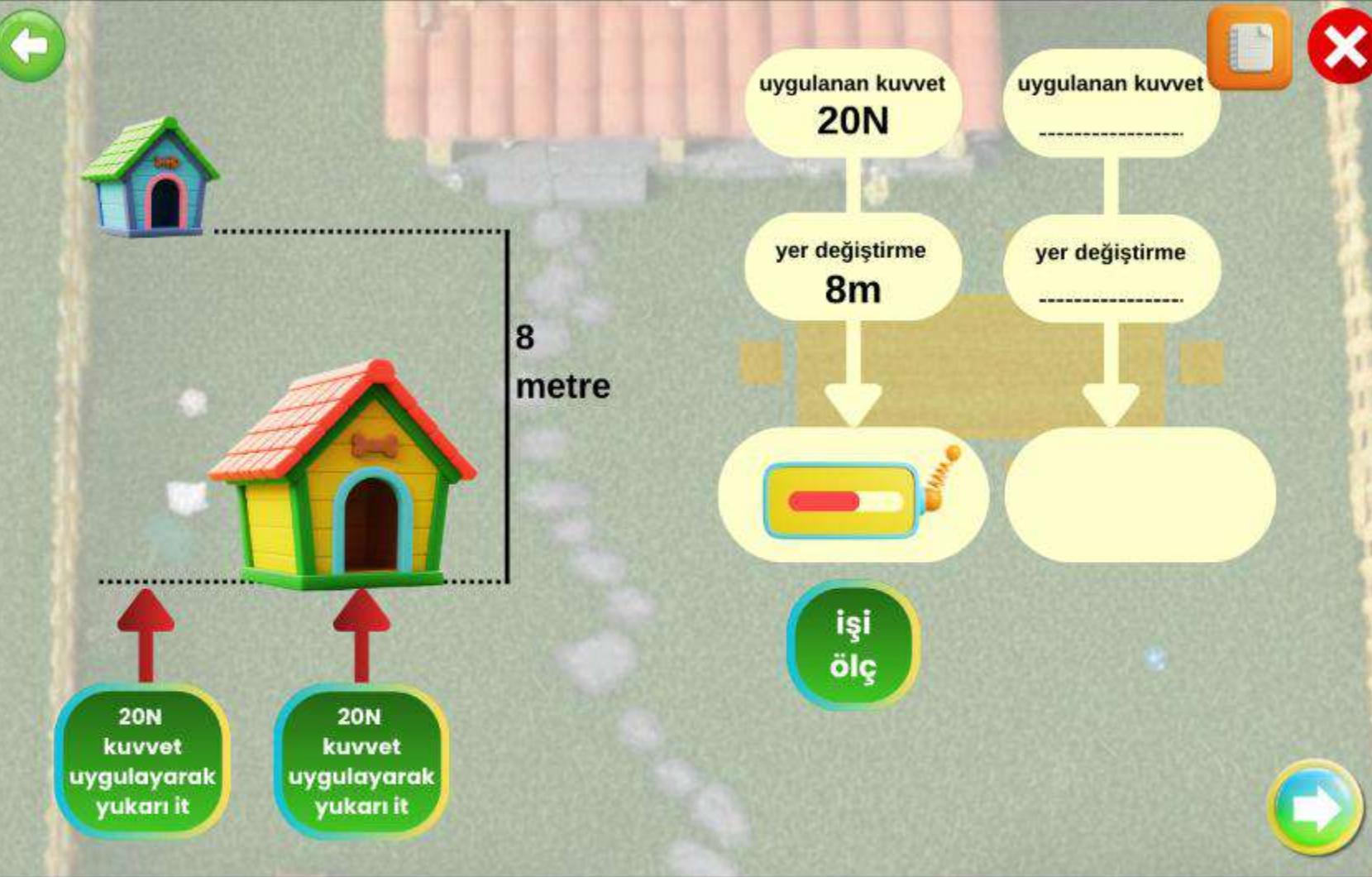
A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, iş ölç

Visuals: Cat house, dog house, iş ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

Right Arrow button becomes active after clicking "20N kuvvet uygulayarak yukarı it" button

Media Information:

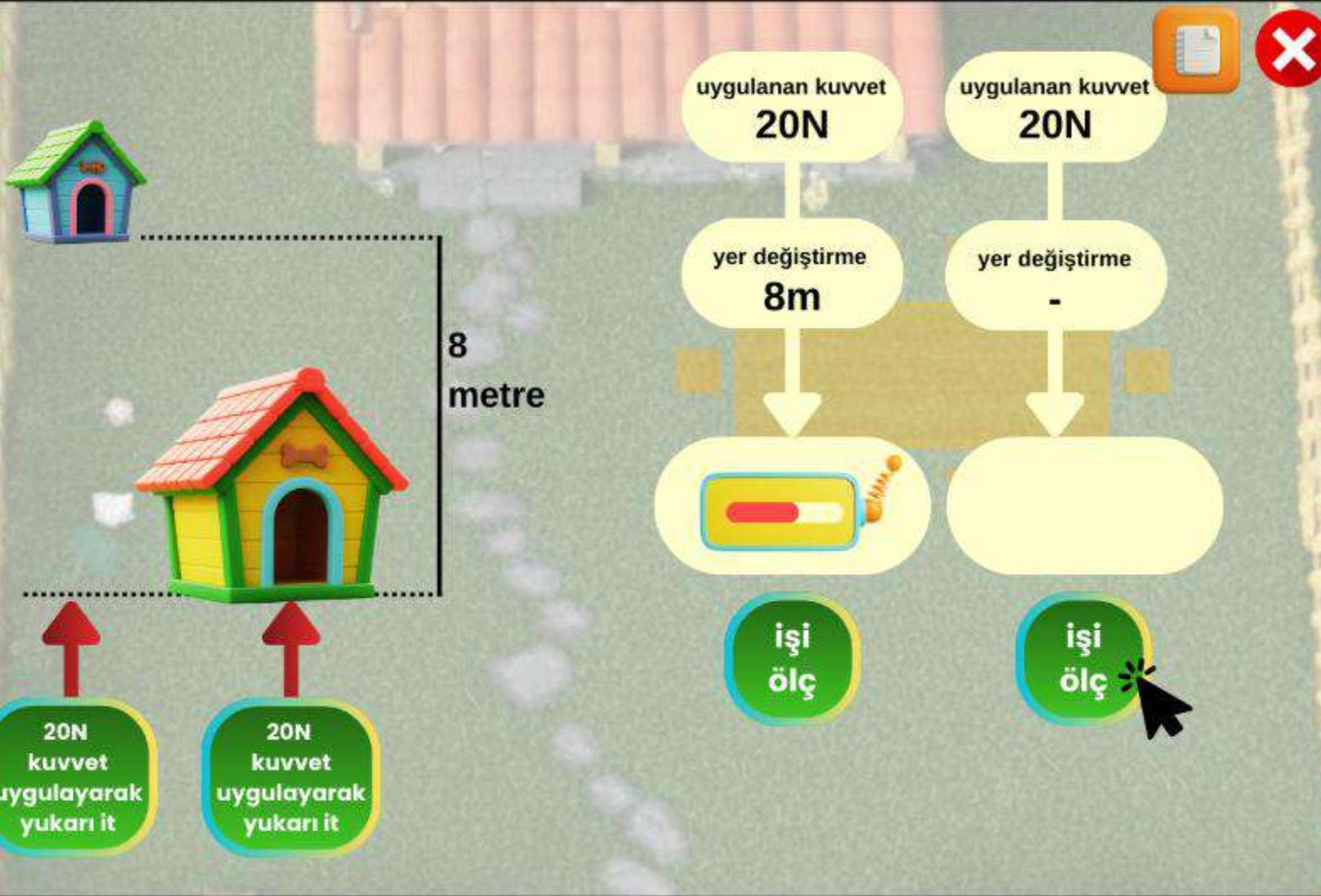
A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, iş ölç

Visuals: Cat house, dog house, iş ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

Right Arrow button becomes active after clicking "iş Ölç" button

Media Information:

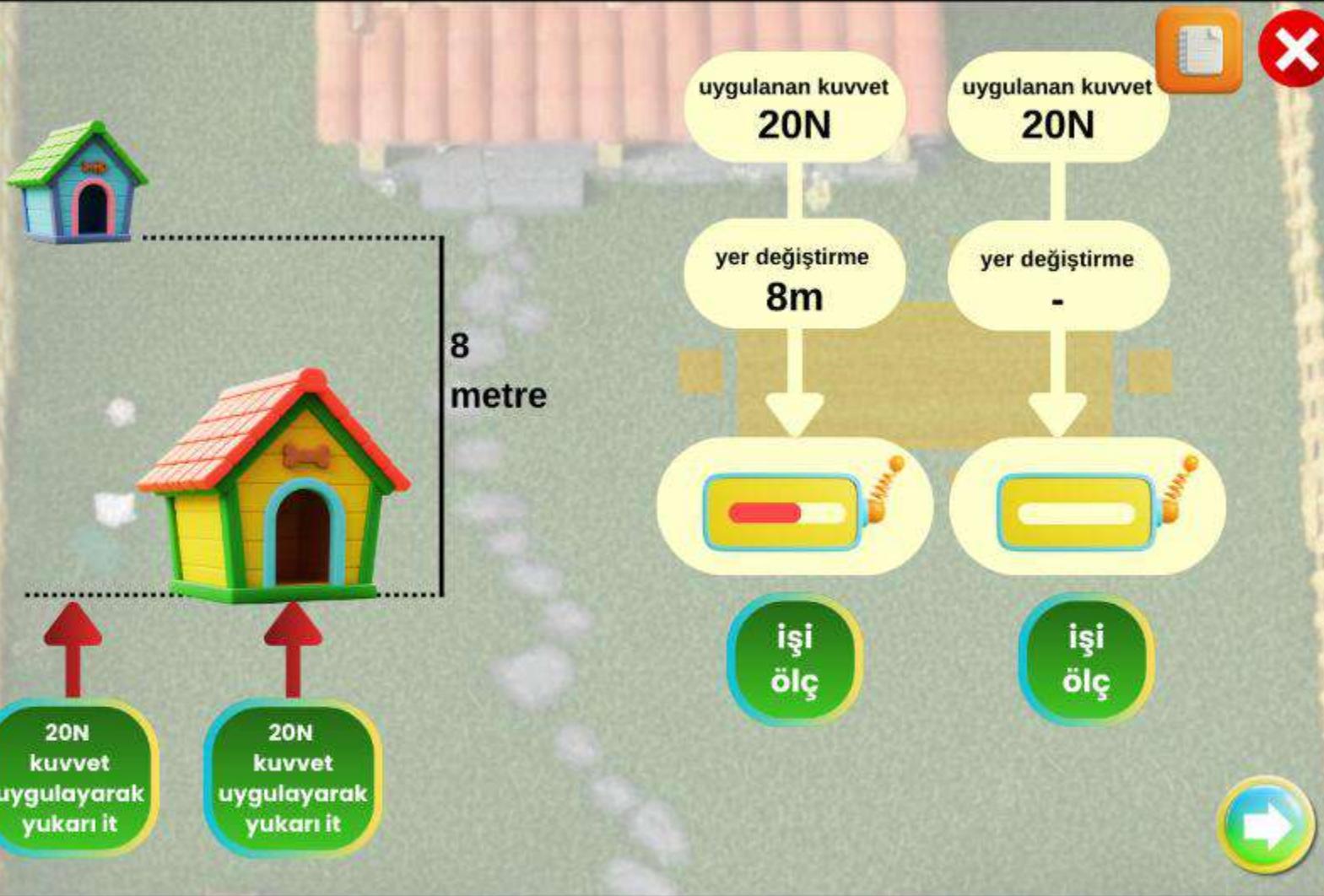
A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, iş Ölç

Visuals: Cat house, dog house, iş Ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, iş ölç

Visuals: Cat house, dog house, iş ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.



uygulanan kuvvet

20N

uygulanan kuvvet

20N

yer değiştirme

8m

yer değiştirme

-**iş Ölç****iş Ölç**

Köpek kulübesi için daha
büyük **kuvvet** lazım.

Deftere Kaydet

**Navigation Information:**

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, iş ölç, Deftere Kaydet

Visuals: Cat house, dog house, iş ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the 'Tamam' button to proceed.

**Media Information:**

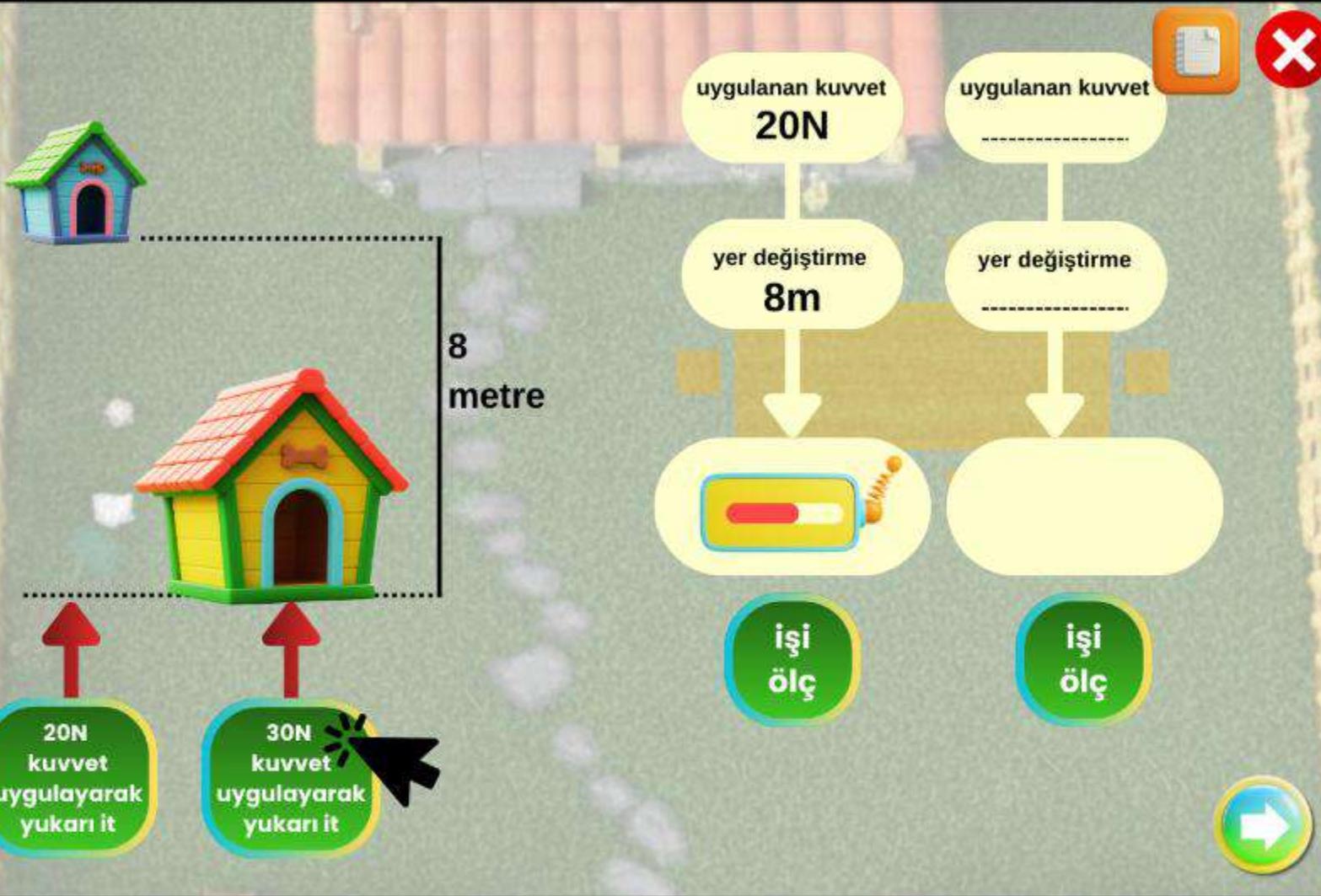
Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

Right Arrow button becomes active after clicking "30N kuvvet uygulayarak yukarı it" button

Media Information:

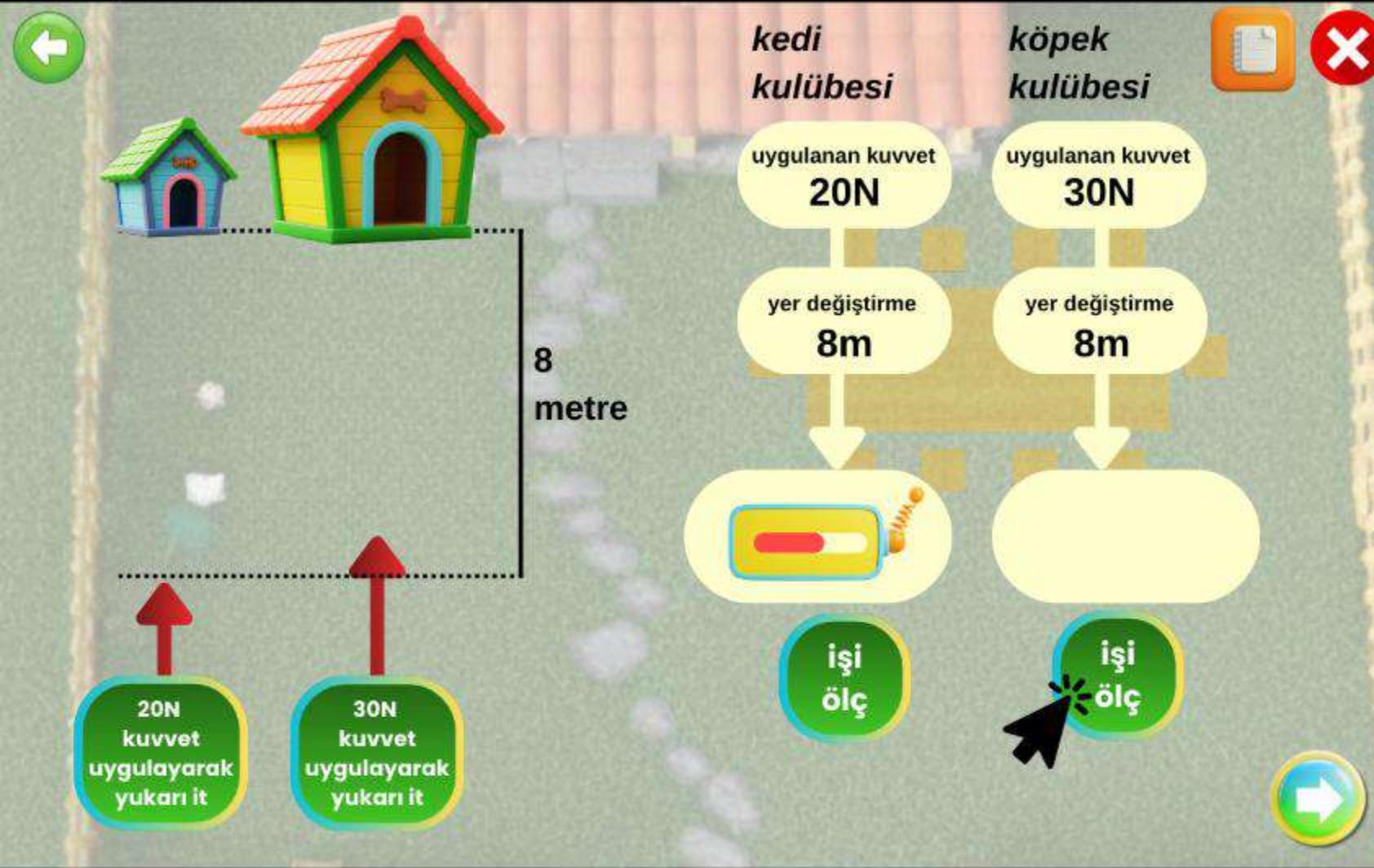
A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, 30N Kuvvet uygulayarak yukarı it, iş ölç

Visuals: Cat house, dog house, iş ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the Right Arrow button to proceed.

Right Arrow button becomes active after clicking "iş Ölç" button

Media Information:

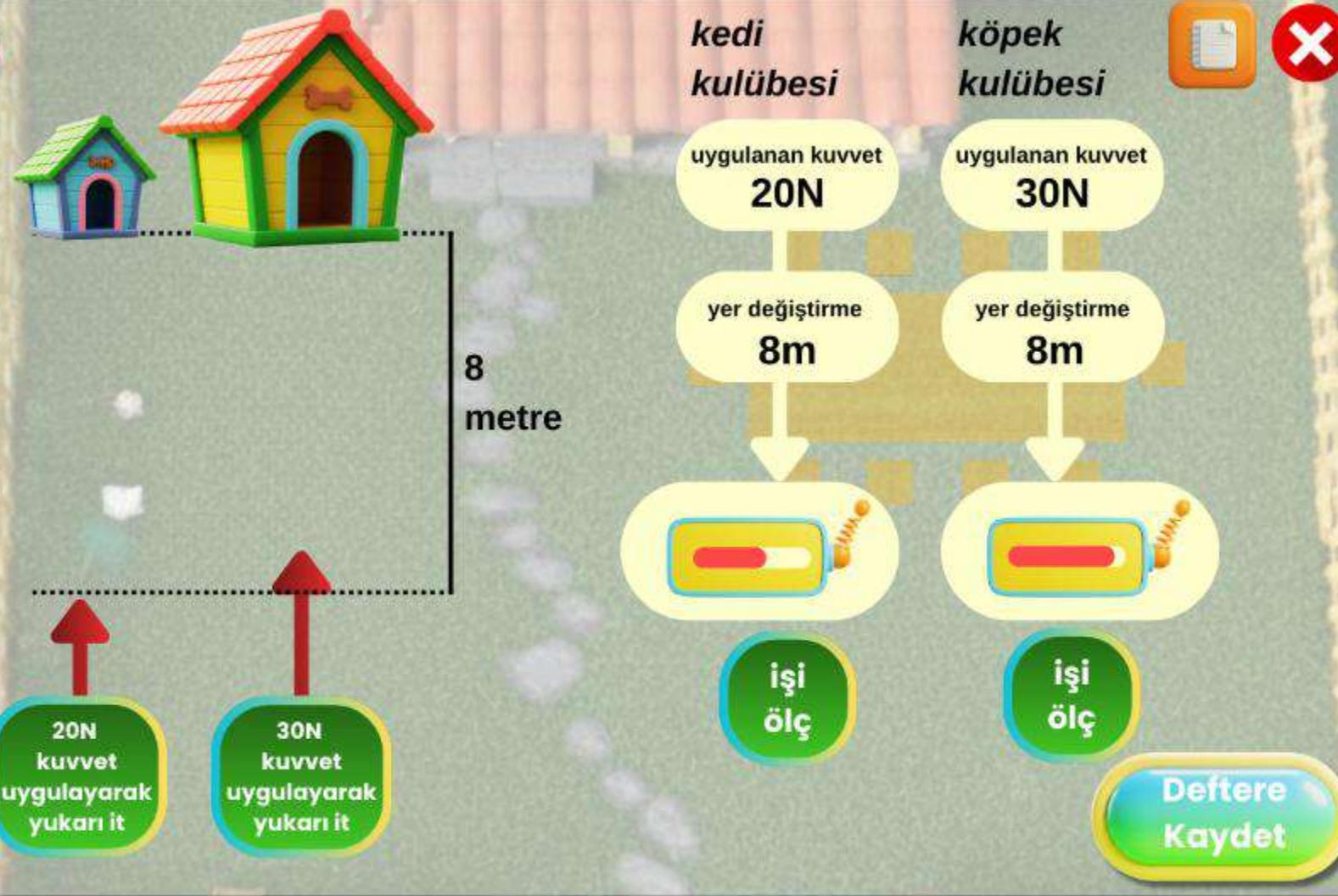
A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, 30N Kuvvet uygulayarak yukarı it, iş Ölç

Visuals: Cat house, dog house, iş ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Continue, Notepad, 20N kuvvet uygulayarak it, 30N Kuvvet uygulayarak yukarı it, işi ölç, Deftere Kaydet

Visuals: Cat house, dog house, iş ölçer

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the 'Tamam' button to proceed.

**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.



**Yer değiştirme iki durumda
da aynıyken, köpek kulübesi
yerleştirilirken **uygulanan
kuvvet daha fazladır.****

ve

Köpek kulübesi yerleştirilirken
yapılan iş daha fazladır.

**Deftere
Kaydet**

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Deftere Kaydet, Notepad,

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the "Deftere Kaydet" button to proceed.



**Yer değiştirme iki durumda
da aynıyken, köpek kulübesi
yerleştirilirken **uygulanan
kuvvet daha fazladır.****

ve

Köpek kulübesi yerleştirilirken
yapılan iş daha fazladır.

**Deftere
Kaydet**

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Deftere Kaydet, Notepad,

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the "Kapat" button to close the feedback panel.

or

Click the "-->" button to close the feedback panel

Media Information:

Feedback screen

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 8

Yer değiştirme iki durumda da aynıken, köpek kulübesi yerleştirilirken uygulanan kuvvet daha fazladır.

ve

Köpek kulübesi yerleştirilirken yapılan iş daha fazladır.

[önceki sayfa](#)

[sonraki sayfa](#)

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.



Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Deftere Kaydet, Notepad,



Yer değiştirmeler eşit ise;

Uygulanan kuvvet arttıkça **yapılan iş** artar.

Uygulanan kuvvet azaldıkça **yapılan iş** azalır.



Navigation Information:

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Deftere Kaydet, Notepad,

Learning Objectives:

- Students will be able to explain that the work done is directly proportional to the force applied.
- Students will be able to explain that the work done is directly proportional to the distance covered.



Learning Objectives:

Navigation Information:

Click the 'Rozetini Al' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini Al

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

**Navigation Information:**

Click the 'Tamam' button to proceed.

**Media Information:**

A low-opacity background related to the game theme.

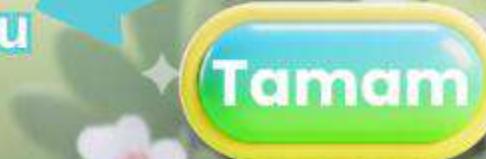
Buttons: Exit, Back, Deftere Kaydet, Notepad,



**Bu icadım ile cisimlerin
kinetik enerjisi veya
potansiyel enerjisi
var mı diye
bakabiliriz.**

kinetik enerji modu

potansiyel enerji modu



Navigation Information:

Click the 'Tamam' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Tamam, Notepad,



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE

Çalıştır



Ağaçta dalda duran elmanın kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.
KE=kinetik enerji

KE X

Çalıştır

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Deftere Kaydet, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE

Çalıştır



Koşan köpeğin kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Çalıştır



Koşan köpeğin kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.
KE=kinetik enerji

KE X
Çalıştır

KE ✓
Çalıştır

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE

Çalıştır



Sapandaki gerilmiş lastiğin kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

**Navigation Information:**

Click the "Kapat" button to close the feedback panel.

or

Click the "-->" button to close the feedback panel

**Media Information:**

Feedback screen

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE X

Çalıştır



Sapandaki gerilmiş lastiğin kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji

KE X

Çalıştır

KE X

Çalıştır

KE ✓

Çalıştır

Devam edelim.

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Right Arrow

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE

Çalıştır



Kulübenin çatısında duran topun kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji

Kulübenin çatısında duran topun kinetik enerjisi var mı?

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.
KE=kinetik enerji

KE X
Çalıştır

KE X
Çalıştır

KE ✓
Çalıştır

KE X
Çalıştır

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE

Çalıştır



Yerde yuvarlanan topun kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Çalıştır



Yerde yuvarlanan topun kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

The game interface features a top banner with a smartphone icon containing letters 'K' and 'E', a green back arrow button, a yellow notepad icon, and a red X icon. The main title is "Hadi önce kinetik enerji modunu deneyelim." followed by the definition "KE=kinetik enerji". Below the title are two rows of five items each. Each item has a yellow "KE" label with a red X or green checkmark, a "Çalıştır" button with a smartphone icon, and a small image. The first row includes: an apple tree (X), a hand holding a slingshot (X), a blue ball rolling on grass (checkmark). The second row includes: a dog running (checkmark), a house (X). At the bottom is a large white button labeled "Devam edelim." with a green right arrow icon.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE

Çalıştır



Parktaki oyuncağın sıkışmış yayının kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE

Çalıştır



Parktaki oyuncağın sıkışmış yayının kinetik enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

The screen features a top banner with a smartphone icon containing letters 'K' and 'E', a green back arrow button, the title 'Hadi önce kinetik enerji modunu deneyelim.' (Let's try the kinetic energy module first), a note icon, and a red X button. Below the banner are two rows of five items each. Each item has a yellow 'KE' label with a red X or green checkmark, a 'Çalıştır' (Run) button with a smartphone icon, and a small green arrow pointing right. The items are: 1. Apple tree with ladder (X). 2. Slingshot (X). 3. Blue ball rolling on grass (checkmark). 4. Dog running (checkmark). 5. House (X). 6. Boy on a spring (X). A cartoon boy at the bottom left says 'Acaba neden böyle? Hadi birlikte detaylı inceleyelim.' (So why is it like this? Let's analyze it in detail together.) with a green arrow pointing right.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?

Ağaçta dalda duran elma hareket ediyor mu?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?
Hayır

Ağaçta dalda duran elma hareket ediyor mu?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.
KE=kinetik enerji

KE X
Hareket var mı?
Hayır

Devam edelim.

Navigation Buttons: Back (green circle with left arrow), Notepad (orange square with pencil), Right Arrow (red circle with right arrow).

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Koşan köpek hareket ediyor mu?



Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?
Evet

Koşan köpek hareket ediyor mu?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example



Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.
KE=kinetik enerji

KE X
Hareket var mı?
Hayır

KE ✓
Hareket var mı?
Evet

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?

Sapandaki gerilmiş duran lastik hareket ediyor mu?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?
Hayır

Sapandaki gerilmiş duran lastik hareket ediyor mu?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji

KE X
Hareket var mı?
Hayır

KE X
Hareket var mı?
Hayır

KE ✓
Hareket var mı?
Evet

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji

KE X

Hareket var mı?

Kulübenin çatısında duran top hareket ediyor mu?

Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji

KE X

Hareket var mı?
Hayır

Kulübenin çatısında duran top hareket ediyor mu?

Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.
KE=kinetik enerji

KE X
Hareket var mı?
Hayır

KE X
Hareket var mı?
Hayır

KE ✓
Hareket var mı?
Evet

KE X
Hareket var mı?
Hayır

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

The screenshot shows a mobile learning application interface. At the top left is a green circular button with a white arrow pointing left. Next to it is a blue toy phone icon with a gear and a play button. To the right of the phone is the text "Hadi önce kinetik enerji modunu deneyelim." followed by "KE=kinetik enerji". At the top right are two buttons: an orange one with a notepad icon and a red one with a white X. Below this, there's a large image of a blue ball rolling down a grassy hill under a sunny sky with palm trees. In the foreground, a yellow rounded rectangle contains the letters "KE" and a green checkmark. Below this is a speech bubble with the question "Hareket var mı? -----". At the bottom, a green rounded rectangle contains the question "Yerde yuvarlanan top hareket ediyor mu?" followed by a green circular button with a white arrow pointing right.

Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

The screenshot shows a mobile game interface. At the top left is a green circular button with a white arrow pointing left. At the top right are two buttons: an orange one with a notepad icon and a red one with a white 'X'. Below these is a text box containing the title "Hadi önce kinetik enerji modunu deneyelim." followed by "KE=kinetik enerji". In the center is a yellow button with the text "KE" and a green checkmark icon. Below it is a speech bubble with the question "Hareket var mı?" and the answer "Evet". To the left of the central area is a framed image of a blue ball rolling on a grassy hill under a sunny sky. At the bottom left is a text box with the question "Yerde yuvarlanan top hareket ediyor mu?" and a green circular button with a white arrow pointing right. The background features a colorful illustration of a house, trees, and a road.

Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.
KE=kinetik enerji

KE X
Hareket var mı?
Hayır

KE X
Hareket var mı?
Hayır

KE ✓
Hareket var mı?
Evet

KE ✓
Hareket var mı?
Evet

KE X
Hareket var mı?
Hayır

KE X
Hareket var mı?
Hayır

Devam edelim.

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?

Parktaki oyuncağın sıkışmış duran yay hareket ediyor mu?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji



KE



Hareket var mı?
Hayır

Parktaki oyuncağın sıkışmış duran yay hareket ediyor mu?



Navigation Information:

('-->' button becomes active when after completing the dropdown question - Hareket var mı?)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Dropdown question: Hareket var mı?

Visual example

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Hadi önce kinetik enerji modunu deneyelim.

KE=kinetik enerji

KE X
Hareket var mı?
Hayır

KE X
Hareket var mı?
Hayır

KE ✓
Hareket var mı?
Evet

KE ✓
Hareket var mı?
Evet

KE X
Hareket var mı?
Hayır

KE X
Hareket var mı?
Hayır

Deftere Kaydet

Navigation Information:

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Visual examples (summary)

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 10

KE ✗ Hareket var mı? Hayır	KE ✗ Hareket var mı? Hayır	KE ✓ Hareket var mı? Evet
KE ✓ Hareket var mı? Evet	KE ✗ Hareket var mı? Hayır	KE ✗ Hareket var mı? Hayır

önceki sayfa **sonraki sayfa**

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa, sonraki sayfa

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Burda dikkatini çeken bir şey var mı?
Kinetik enerjiye sahip olanların ortak özelliği ne?
Hangi durumlarda kinetik enerji var?



Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

Navigation Information:

Click the '-->' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Question

Visual examples (summary)



Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad,

Dropdown question: fill in the blank

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.



Bir cismin hareketinden **dolayı sahip olduğu enerjiye kinetik enerji denir.**
Bir cisim hareketli ise **kinetik enerjiye sahiptir.**

**Deftere
Kaydet**

Navigation Information:

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad,

Dropdown question: fill in the blank

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 11

Bir cismin hareketinden dolayı sahip olduğu enerjiye kinetik enerji denir.

Bir cisim hareketli ise kinetik enerjiye sahiptir.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to recall examples of kinetic energy from daily life.
- Students will be able to describe kinetic energy as the energy possessed by moving objects.

**Navigation Information:**

Click the 'Rozetini AI' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini AI

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

Learning Objectives:



Hadi şimdi de potansiyel enerji modunu deneyelim.

PE=potansiyel enerji



PE

Çalıştır



Ağaçta dalda duran elmanın potansiyel enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



Hadi şimdi de potansiyel enerji modunu deneyelim.
PE=potansiyel enerji

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Checkmark

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the "-->" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



Hadi şimdi de potansiyel enerji modunu deneyelim.
PE=potansiyel enerji

PE

Çalıştır

Koşan köpeğin potansiyel enerjisi var mı?

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screenshot shows a game interface. At the top left is a green circular button with a white arrow pointing left. In the top right corner are two buttons: a blue one with a notepad icon and a red one with a white 'X'. Below these is a yellow speech bubble containing the text "Hadi şimdi de potansiyel enerji modunu deneyelim." and "PE=potansiyel enerji". A large red circle with a diagonal cross over it covers a video frame showing a brown dog jumping. To the right of the video frame is a yellow button with the letters "PE" and a red "X" icon. Below this is a green button labeled "Çalıştır" (Run) with a small toy device icon. At the bottom left is a green rounded rectangle containing the question "Koşan köpeğin potansiyel enerjisi var mı?" (Is the running dog's potential energy there?). To the right of the question is a green circular button with a white arrow pointing right.

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screen features a whimsical background of a green hillside with a blue house, trees, and a wooden fence. In the top left corner, there's a small inset showing an apple tree with red apples and a ladder. In the bottom left corner, another inset shows a brown puppy running. At the top center, a speech bubble contains the text "Hadi şimdi de potansiyel enerji modunu deneyelim." followed by "PE=potansiyel enerji". To the right of the speech bubble are three icons: a notepad, a red X, and a green arrow pointing right. On the left side of the main area, there are two interactive boxes. The top one is labeled "PE" with a checkmark and has a "Çalıştır" button below it. The bottom one is labeled "PE" with an X and also has a "Çalıştır" button below it. A large, rounded rectangular button at the bottom is outlined in blue and contains the text "Devam edelim." with a green arrow pointing right.

Navigation Information:

Click the "-->" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



Hadi şimdi de potansiyel enerji modunu deneyelim.

PE=potansiyel enerji



PE

Çalıştır



Sapandaki gerilmiş lastiğin potansiyel enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



Hadi şimdi de potansiyel enerji modunu deneyelim.
PE=potansiyel enerji

PE

Çalıştır

Sapandaki gerilmiş lastiğin potansiyel enerjisi var mı?

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screen features a whimsical outdoor setting with a house, trees, and a dog. Three interactive icons are displayed: an apple tree labeled 'PE' with a checkmark, a hand holding a slingshot labeled 'PE' with a checkmark, and a dog labeled 'PE' with an 'X'. A large green button at the bottom right contains the text 'Devam edelim.' (Let's continue.) and a right-pointing arrow.

Navigation Information:

Click the → button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

Hadi şimdi de potansiyel enerji modunu deneyelim.
PE=potansiyel enerji

PE

Çalıştır

Kulübenin çatısında duran topun potansiyel enerjisi var mı?

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



Hadi şimdi de potansiyel enerji modunu deneyelim.

PE=potansiyel enerji



PE



Çalıştır



Kulübenin çatısında duran topun potansiyel enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screen features a whimsical background of a green hillside with a wooden fence, a red-roofed house, trees, and a blue sky with white clouds. At the top left is a green circular button with a white arrow pointing left. In the top right corner are two buttons: an orange one with a notepad icon and a red one with a white 'X'. A large blue speech bubble at the top center contains the text "Hadi şimdi de potansiyel enerji modunu deneyelim." and "PE=potansiyel enerji".
The main area contains six items arranged in a grid:

- Apple Tree:** Labeled "PE ✓" with a green "Çalıştır" button below it.
- Slingshot:** Labeled "PE ✓" with a green "Çalıştır" button below it.
- Dog:** Labeled "PE ✗" with a green "Çalıştır" button below it.
- House:** Labeled "PE ✓" with a green "Çalıştır" button below it.

A large yellow button at the bottom center contains the text "Devam edelim." and a green circular button with a white arrow pointing right is located to its right.

Navigation Information:

Click the → button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



Hadi şimdi de potansiyel enerji modunu deneyelim.
PE=potansiyel enerji

PE

Çalıştır

Yerde yuvarlanan topun potansiyel enerjisi var mı?

A green circular button with a white arrow pointing right

Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screenshot shows a mobile game interface. At the top, there is a speech bubble with a notepad icon and a red 'X' button. Below it, a large text says "Hadi şimdi de potansiyel enerji modunu deneyelim." followed by "PE=potansiyel enerji". On the left, there is a green circular arrow button with a left-pointing arrow. In the center, there are seven items for identification:

- A tree with apples: PE ✓ (Correct), Çalıştır (Work) button below.
- A hand holding a slingshot: PE ✓ (Correct), Çalıştır (Work) button below.
- A blue ball on a grassy hill: PE ✗ (Incorrect), Çalıştır (Work) button below.
- A dog running: PE ✗ (Incorrect), Çalıştır (Work) button below.
- A small wooden house: PE ✓ (Correct), Çalıştır (Work) button below.

At the bottom, a large white button with a blue border contains the text "Devam edelim." and a green circular arrow button with a right-pointing arrow.

Navigation Information:

'Başla' butonuna tıklandığında → Ekran 2'ye geçiş

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



Hadi şimdi de potansiyel enerji modunu deneyelim.

PE=potansiyel enerji



PE

Çalıştır



Parktaki oyuncağın sıkışmış yayının potansiyel enerjisi var mı?



Navigation Information:

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

('-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screenshot shows a mobile game interface. At the top, there's a speech bubble with a notepad icon and a red 'X' button. Below it, a character says, "Hadi şimdi de potansiyel enerji modunu deneyelim. PE=potansiyel enerji". The main area contains eight cards, each with a 'PE' label and a 'Çalıştır' button. The cards show various scenes: an apple tree (checkmark), a hand holding a slingshot (checkmark), a ball on grass (X), a dog (X), a house (X), a boy on a seesaw (checkmark), and a boy on a beach (checkmark). A character at the bottom left says, "Hmm, istedigim gibi çalışmadı. Hadi düşünelim!". A green right arrow button is at the bottom right.

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE ✓

Çalıştır



PE ✓

Çalıştır



PE ✗

Çalıştır



PE ✗

Çalıştır



PE ✓

Çalıştır



PE ✓

Çalıştır



Elma yüksekte → potansiyel enerjisi var.

Park oyuncağındaki yay sıkışmış → potansiyel enerjisi var.

Bu ikisi farklı olmalı! İcadımı biraz daha geliştireyim ve potansiyel enerjiye sahip olanları tekradan ölçelim.



Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

İcadımı biraz daha geliştirdim.
Şimdi bize sadece potansiyel enerjiye sahip olup olmadığını söylemeyecek, hangi tür potansiyel enerjiye sahip olduğunu da gösterecek.

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to recall examples of potential energy from daily life.
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓

Çalıştır

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓

Çekim
Potansiyel
Enerjisi

Çalıştır

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

←

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓
Çekim Potansiyel Enerjisi
Çalıştır

Devam edelim.

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓

Çalıştır

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓

Çalıştır

Esneklik
Potansiyel
Enerjisi

→

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screenshot shows a game interface. At the top left is a green circular button with a white arrow pointing left. Next to it is a blue device icon with a screen showing a circular dial and buttons labeled 'K' and 'P'. To the right of the device are two questions in Turkish: "Esneklik potansiyel enerjisi mi var?" and "Çekim potansiyel enerjisi mi var?". At the top right are a yellow notepad icon and a red circle with a white 'X'. Below the questions is a large image of a wooden house with a red roof and a blue door, set against a background of green hills, trees, and a sun. In the center, there are two buttons: a yellow one labeled "PE" with a green checkmark, and a green one labeled "Çalıştır" with a blue device icon. A black cursor arrow points to the "Çalıştır" button. A yellow arrow points from the "Çalıştır" button towards a green circular button with a white arrow pointing right at the bottom right.

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

The screenshot shows a game interface. At the top left is a green circular button with a white arrow pointing left. Next to it is a blue device icon with a screen showing 'K', 'P', and 'C' buttons. Below these are two questions in Turkish: 'Esneklik potansiyel enerjisi mi var?' and 'Çekim potansiyel enerjisi mi var?'. At the top right are a yellow notepad icon and a red circular button with a white 'X'. In the center, there's a yellow box with 'PE' and a green checkmark. To its right is another yellow box containing the text 'Çekim Potansiyel Enerjisi'. Below these boxes is a green button labeled 'Çalıştır' with the device icon from the top left. A large green arrow button is located at the bottom right. The background features a cartoon-style house with a red roof and chimney, surrounded by green hills and a sun in the sky.

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓
Çalıştır

Çekim Potansiyel Enerjisi

PE ✓
Çalıştır

Çekim Potansiyel Enerjisi

PE ✓
Çalıştır

Esneklik Potansiyel Enerjisi

Devam edelim.

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓

Çalıştır

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓

Esneklik
Potansiyel
Enerjisi

Çalıştır

Navigation Information:

Click the --> button to proceed
(-->' button becomes active when after clicking the 'Çalıştır' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Esneklik potansiyel enerjisi mi var?
Çekim potansiyel enerjisi mi var?

PE ✓ Çekim Potansiyel Enerjisi

PE ✓ Çekim Potansiyel Enerjisi

PE ✓ Esneklik Potansiyel Enerjisi

PE ✓ Esneklik Potansiyel Enerjisi

Devam edelim.

Deftere Kaydet

Navigation Information:

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 12

	PE ✓ Çalıştır Çekim Potansiyel Enerjisi
	PE ✓ Çalıştır Çekim Potansiyel Enerjisi
	PE ✓ Çalıştır Esneklik Potansiyel Enerjisi
	PE ✓ Çalıştır Esneklik Potansiyel Enerjisi

önceki sayfa sonraki sayfa

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa, sonraki sayfa

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

←

PE ✓ Çalıştır Çekim Potansiyel Enerjisi

PE ✓ Çalıştır Çekim Potansiyel Enerjisi

PE ✓ Çalıştır Esneklik Potansiyel Enerjisi

PE ✓ Çalıştır Esneklik Potansiyel Enerjisi

Hangi durumlarda çekim potansiyel enerjisi var?
Hangi durumlarda esneklik potansiyel enerjisi var?
Hadi detaylıca inceleyelim.

→

The screen displays five interactive cards arranged in two rows. The first row contains two cards: the first shows an apple tree with a ladder, and the second shows a small wooden house. Both cards are labeled "PE" with a checkmark and "Çalıştır" (Work) button, and "Çekim Potansiyel Enerjisi" (Gravitational Potential Energy). The second row contains three cards: the first shows a hand holding a slingshot with a red ball, and the other two show a boy sitting on a yellow spring. All three cards are labeled "PE" with a checkmark and "Çalıştır" button, and "Esneklik Potansiyel Enerjisi" (Elastic Potential Energy).

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the --> button to proceed
(-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

**PE****Çalıştır****Çekim
Potansiyel
Enerjisi**

Yerden yüksekte mi? _____
Sıkışmış ya da gerilmiş mi? _____

**Media Information:**

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the --> button to proceed
(-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

**PE****Çalıştır****Çekim
Potansiyel
Enerjisi**

Yerden yüksekte mi? Evet
Sıkışmış ya da gerilmiş mi? Hayır

**Media Information:**

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE



Çalıştır

Çekim
Potansiyel
Enerjisi

Yerden yüksekte mi? Evet
Sıkışmış ya da gerilmiş mi? Hayır



Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the --> button to proceed
(-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

**PE****Çalıştır****Esneklik
Potansiyel
Enerjisi**

Yerden yüksekte mi? _____
Sıkışmış ya da gerilmiş mi? _____

**Media Information:**

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the --> button to proceed
(-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

**PE****Çalıştır****Esneklik
Potansiyel
Enerjisi**

Yerden yüksekte mi? Hayır
Sıkışmış ya da gerilmiş mi? Evet

**Media Information:**

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE



Çalıştır

Çekim
Potansiyel
Enerjisi

Yerden yüksekte mi? Evet
Sıkışmış ya da gerilmiş mi? Hayır



PE



Çalıştır

Esneklik
Potansiyel
Enerjisi

Yerden yüksekte mi? Hayır
Sıkışmış ya da gerilmiş mi? Evet



Navigation Information:

Click the --> button to proceed



Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the --> button to proceed
(-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

**PE****Çalıştır****Çekim
Potansiyel
Enerjisi**

Yerden yüksekte mi? _____
Sıkışmış ya da gerilmiş mi? _____

**Media Information:**

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE



Çalıştır



Çekim
Potansiyel
Enerjisi

Yerden yüksekte mi? Evet
Sıkışmış ya da gerilmiş mi? Hayır

**Navigation Information:**

Click the --> button to proceed
('-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

**Learning Objectives:**

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE



Çalıştır

Çekim
Potansiyel
Enerjisi

Yerden yüksekte mi? Evet
Sıkışmış ya da gerilmiş mi? Hayır



PE



Çalıştır

Çekim
Potansiyel
Enerjisi**Navigation Information:**

Click the --> button to proceed



PE



Çalıştır

Esneklik
Potansiyel
Enerjisi

Yerden yüksekte mi? Hayır
Sıkışmış ya da gerilmiş mi? Evet

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

**Learning Objectives:**

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE



Çalıştır



**Esneklik
Potansiyel
Enerjisi**

Yerden yüksekte mi? _____
Sıkışmış ya da gerilmiş mi? _____

**Navigation Information:**

Click the --> button to proceed
(-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

**Learning Objectives:**

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE



Çalıştır



**Esneklik
Potansiyel
Enerjisi**

Yerden yüksekte mi? Hayır
Sıkışmış ya da gerilmiş mi? Evet

**Navigation Information:**

Click the --> button to proceed ('-->' button becomes active when after completing the dropdown question - 'Yerden yüksekte mi?' and 'Sıkışmış ya da gerilmiş mi?')

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



PE



Çalıştır

Çekim
Potansiyel
Enerjisi

Yerden yüksekte mi? Evet
Sıkışmış ya da gerilmiş mi? Hayır



PE



Çalıştır

Çekim
Potansiyel
Enerjisi**Navigation Information:**

Click the --> button to proceed



PE



Çalıştır

Esneklik
Potansiyel
Enerjisi

Yerden yüksekte mi? Hayır
Sıkışmış ya da gerilmiş mi? Evet



PE



Çalıştır

Esneklik
Potansiyel
Enerjisi

Yerden yüksekte mi? Hayır
Sıkışmış ya da gerilmiş mi? Evet

**Media Information:**

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



Navigation Information:

Click the 'Tamam' button to proceed.

SAYFA 13

 Yerden yüksekte mi? Evet Sıkışmış ya da gerilmiş mi? Hayır	 Yerden yüksekte mi? Evet Sıkışmış ya da gerilmiş mi? Hayır
 Yerden yüksekte mi? Hayır Sıkışmış ya da gerilmiş mi? Evet	 Yerden yüksekte mi? Hayır Sıkışmış ya da gerilmiş mi? Evet

önceki sayfa **sonraki sayfa**

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



Bir cisim yüksekliğinden **dolayı sahip olduğu potansiyel enerjiye** çekim potansiyel enerji **denir.**
Bir cisim yüksekte **ise çekim potansiyel enerjiye sahiptir.**



Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



Bir cisim yüksekliğinden **dolayı sahip olduğu potansiyel enerjiye** çekim potansiyel enerji **denir.**
Bir cisim yüksekte **ise çekim potansiyel enerjiye sahiptir.**



Deftere
Kaydet

Navigation Information:

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 14

Bir cismin yüksekliğinden dolayı sahip olduğu potansiyel enerjiye çekim potansiyel enerji denir.

Bir cisim yüksekte ise çekim potansiyel enerjiye sahiptir.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



**Ağaçtaki elmanın ve çatıdaki
topun sahip olduğu enerji türü
neydi?**

Kapat

Navigation Information:

Click the Right Arrow button to proceed.

Media Information:

Dropdown menu: Select force direction
display direction using

A screenshot from a children's educational game. At the top, there is a speech bubble with a smartphone icon containing a circular arrow and a red 'X' button. The text in the bubble says: "Şimdi de esneklik potansiyel enerjisine sahip olanlara bakalım." Below the bubble, there are two interactive cards. The left card shows a hand holding a red slingshot and has the following text: "Yerden yüksekte mi? Hayır" and "Sıkışmış ya da gerilmiş mi? Evet". It includes a yellow button labeled "PE" with a green checkmark and a "Çalıştır" button with a smartphone icon. The right card shows a boy sitting on a yellow spring and has the same questions. It also includes a yellow "PE" button with a green checkmark and a "Çalıştır" button with a smartphone icon. In the bottom left corner, a cartoon boy character stands next to a speech bubble containing the question: "Burda dikkatini çeken bir şey var mı?" with a green right-pointing arrow button. The background features a grassy field, a wooden fence, and a small house.

Navigation Information:

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



Bir cisim şeklinde **dolayı sahip olduğu potansiyel enerjiye** esneklik potansiyel enerji **denir.**
Bir cisim gerilmiş **veya sıkışmış ise çekim potansiyel enerjiye sahiptir.**



Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



Navigation Information:

Click the "Deftere Kaydet" button to proceed.

Bir cismin şeklinde **dolayı sahip olduğu potansiyel enerjiye** esneklik potansiyel enerji **denir.**
Bir cisim gerilmiş **veya** sıkışmış **ise çekim potansiyel enerjiye sahiptir.**

Deftere
Kaydet

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 15

Bir cismin şeklinden dolayı sahip olduğu potansiyel enerjiye esneklik potansiyel enerji denir.

Bir cisim gerilmiş veya sıkışmış ise çekim potansiyel enerjiye sahiptir.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to list the two subtypes of potential energy (gravitational and elastic).
- Students will be able to describe potential energy as stored energy due to position or shape change.



Learning Objectives:

Navigation Information:

Click the 'Rozetini Al' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini Al

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.



Navigation Information:

Click the 'Tamam' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

**Navigation Information:**

Click the --> button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the "Deftere kaydet" button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Çalıştır

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the --> button to proceed
(--> button becomes active 1 second after clicking the '4 m/s ile it' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 4m/s sürat ile it

Ball, Fences

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 4m/s sürat ile it

Ball, Fences

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 16

Kütle	Sürat	Çit
1 kg	4 m/s	yıkılmadı

önceki sayfa sonraki sayfa

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

('-->' button becomes active 1 second after clicking the '4 m/s ile it' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 4m/s sürat ile it

Ball, Fences

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 4m/s sürat ile it

Ball, Fences, Broke fences

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 16

Kütle	Sürat	Çit
1 kg	4 m/s	yıkılmadı
2 kg	4 m/s	yıkıldı

[önceki sayfa](#) [sonraki sayfa](#)

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.



**1 kilogramlık topun da 2 kilogramlık topun da
süratı aynı.**

2 kilogramlık topun kütlesi **daha fazla olduğu**
için kinetik enerjisi de daha fazla.

Kinetik enerjisi **fazla olduğu için çiti yıkabildi.**

Deftere
Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Deftere Kaydet

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.



**1 kilogramlık topun da 2 kilogramlık topun da
süratı aynı.**

2 kilogramlık topun kütlesi **daha fazla olduğu**
için kinetik enerjisi de daha fazla.

Kinetik enerjisi **fazla olduğu için çiti yıkabildi.**

**Deftere
Kaydet**

Navigation Information:

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Deftere Kaydet

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 16

Kütle	Sürat	Çit
1 kg	4 m/s	yıkılmadı
2 kg	4 m/s	yıkıldı

1 kilogramlık topun da 2 kilogramlık topun da süratı aynı.

2 kilogramlık topun kütlesi daha fazla olduğu için kinetik enerjisi de daha fazla.

Kinetik enerjisi fazla olduğu için de çiti yıkabildi.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.



**Aynı süratle hareket eden iki cisimden,
kütlesi fazla olanın kinetik enerjisi
daha fazladır.**

**Bir cismin süratini aynı kaldıgında,
kütlesi arttıkça kinetik enerjisi de artar.**

Deftere
Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Deftere Kaydet

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.



Navigation Information:

Click the "Deftere Kaydet" button to proceed.

**Aynı süratle hareket eden iki cisimden,
kütlesi fazla olanın kinetik enerjisi
daha fazladır.**

**Bir cismin süratı aynı kaldığında,
kütlesi arttıkça kinetik enerjisi de artar.**

Deftere
Kaydet

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Deftere Kaydet

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 17

Aynı süratle hareket eden iki cisimden, kütlesi fazla olanın kinetik enerjisi daha fazladır.

Bir cismin süratı aynı kaldığında, kütlesi arttıkça kinetik enerjisi de artar.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain how the mass of an object affects its kinetical energy level.



**Kediş ve köpüş oynarken topun
birini parçalamışlar.
Artık sadece bir tane topumuz var.
Bahçe kapısını onunla yıkmalıyız.**



Tamam

Navigation Information:

Click the 'Tamam' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Deftere Kaydet

Kediş, Köpüş, Ball

**Navigation Information:**

Click the 'Rozetini Al' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini Al

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

Learning Objectives:



Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.

Navigation Information:

('-->' button becomes active 1 second after clicking the '4 m/s ile it' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 4 m/s sürat ile it

Visuals: Ball, Fences

**Navigation Information:**

Click the "Deftere Kaydet" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 4 m/s
sürat ile it

Visuals: Ball, Fences

Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 18

Kütte	Sürat	Kapı
2 kg	4 m/s	yıkılmadı

önceki sayfa sonraki sayfa

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.



Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.

Navigation Information:

('-->' button becomes active 1 second after clicking the '6 m/s ile it' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 6 m/s sürat ile it

Visuals: Ball, Fences

**Navigation Information:**

("Deftere Not AI" button becomes active 1 second after clicking the '6 m/s ile it' button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, 6 m/s sürat ile it, Deftere Not AI

Visuals: Ball, Fences

Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 18

Kütte	Sürat	Kapı
2 kg	4 m/s	yıkılmadı
2 kg	6 m/s	yıkıldı

[önceki sayfa](#) [sonraki sayfa](#)

Tamam

Media Information:

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.



Aynı kütleye sahip iki cisimden, sürati fazla olanın kinetik enerjisi daha fazladır.

Bir cismin kütlesi aynı kaldığında, sürati arttıkça kinetik enerjisi de artar.

Deftere
Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.



Navigation Information:

'Başla' butonuna tıklandığında → Ekran 2'ye geçiş

Aynı kütleye sahip iki cisimden, sürati fazla olanın kinetik enerjisi daha fazladır.

Bir cismin kütlesi aynı kaldığında, sürati arttıkça kinetik enerjisi de artar.

Dفترے
Kaydet

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 19

Aynı kütleye sahip iki cisimden, sürati fazla olanın kinetik enerjisi daha fazladır.

Bir cismin kütlesi aynı kaldığında, sürati arttıkça kinetik enerjisi de artar.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain how the speed of an object affects its kinetical energy level.

**Navigation Information:**

Click the 'Rozetini Al' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini Al

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

Learning Objectives:



**Dedem Tonton Nuri bahçeye
domates ve ceviz ekmek istiyor.
Toprakta onun için çukurlar
oluşturmalıyız.**

Tamam

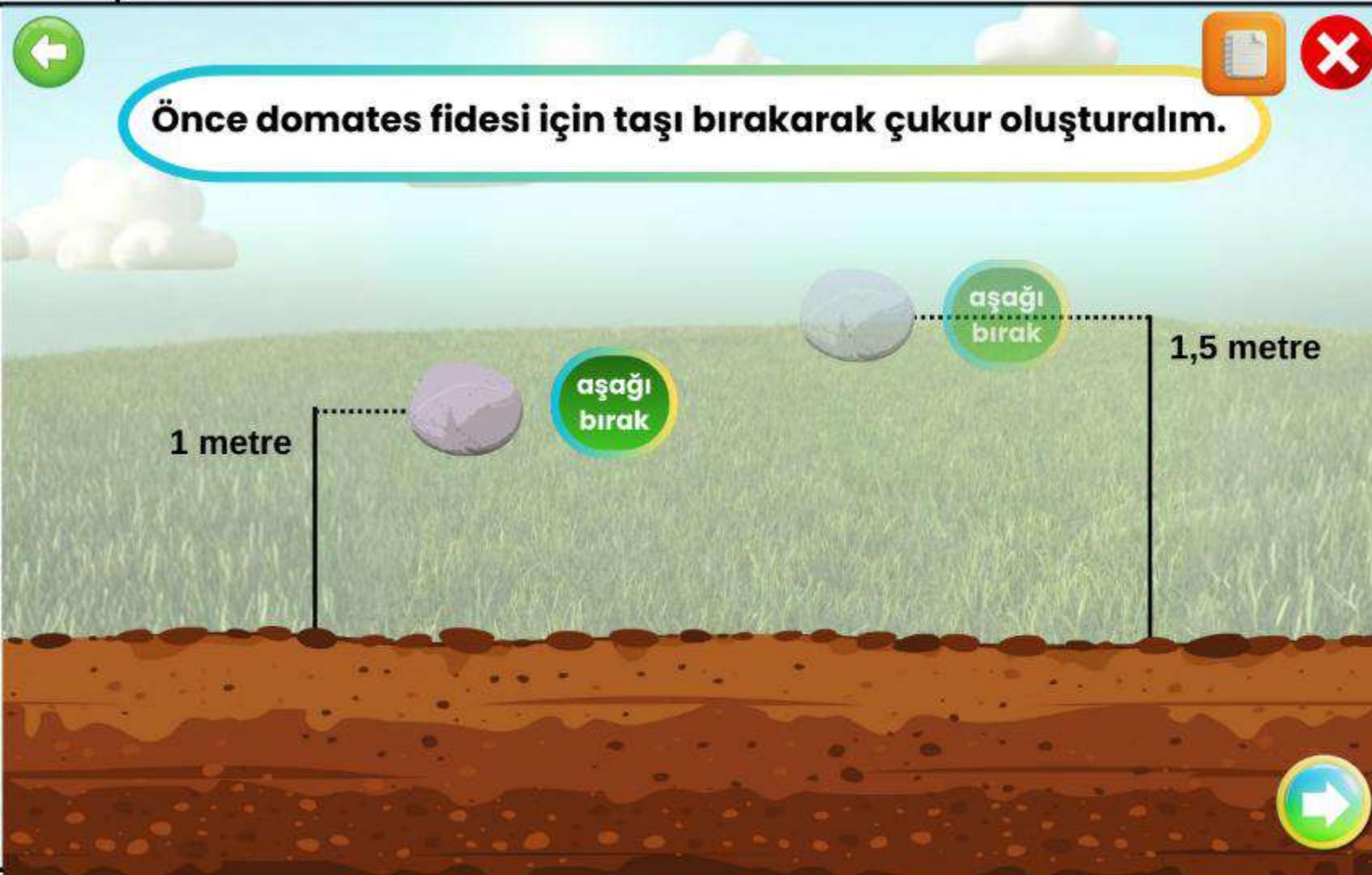
Navigation Information:

Click the 'Tamam' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, Tamam



Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

Navigation Information:

Click the "-->" button to proceed.

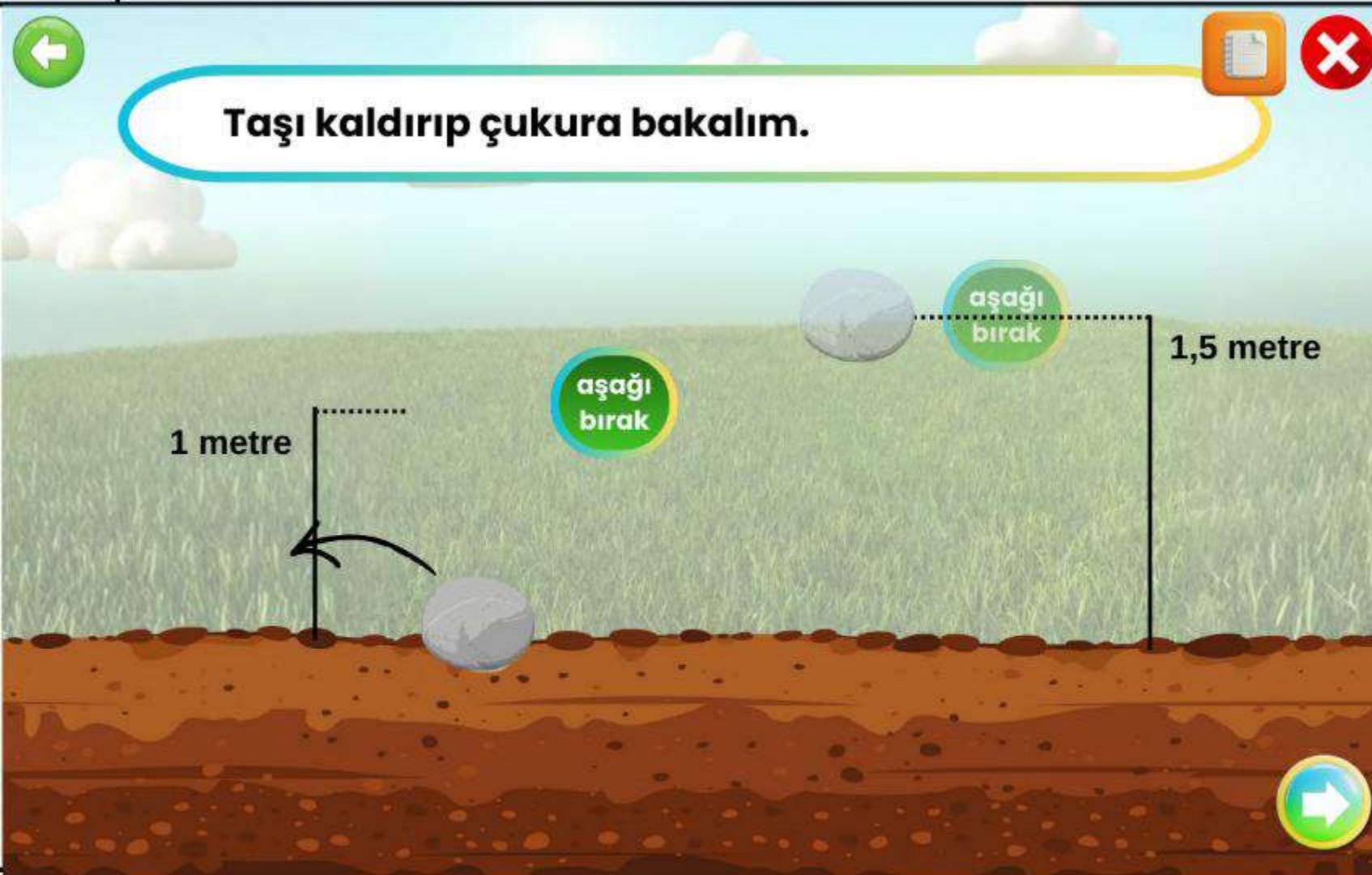
--> button becomes active after balls are on the floor (after clicking aşağı bırak button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, aşağı bırak

Visuals: Rocks, earth floor



Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

Navigation Information:

Click the “-->” button to proceed.

“-->” button becomes active after balls are on the floor (after clicking aşağı bırak button)

Change position of the rock by swiping

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, aşağı bırak

Visuals: Rocks, earth floor

**Navigation Information:**

Click the "-->" button to proceed.

--> button becomes active after balls are on the floor (after clicking aşağı bırak button)

Media Information:

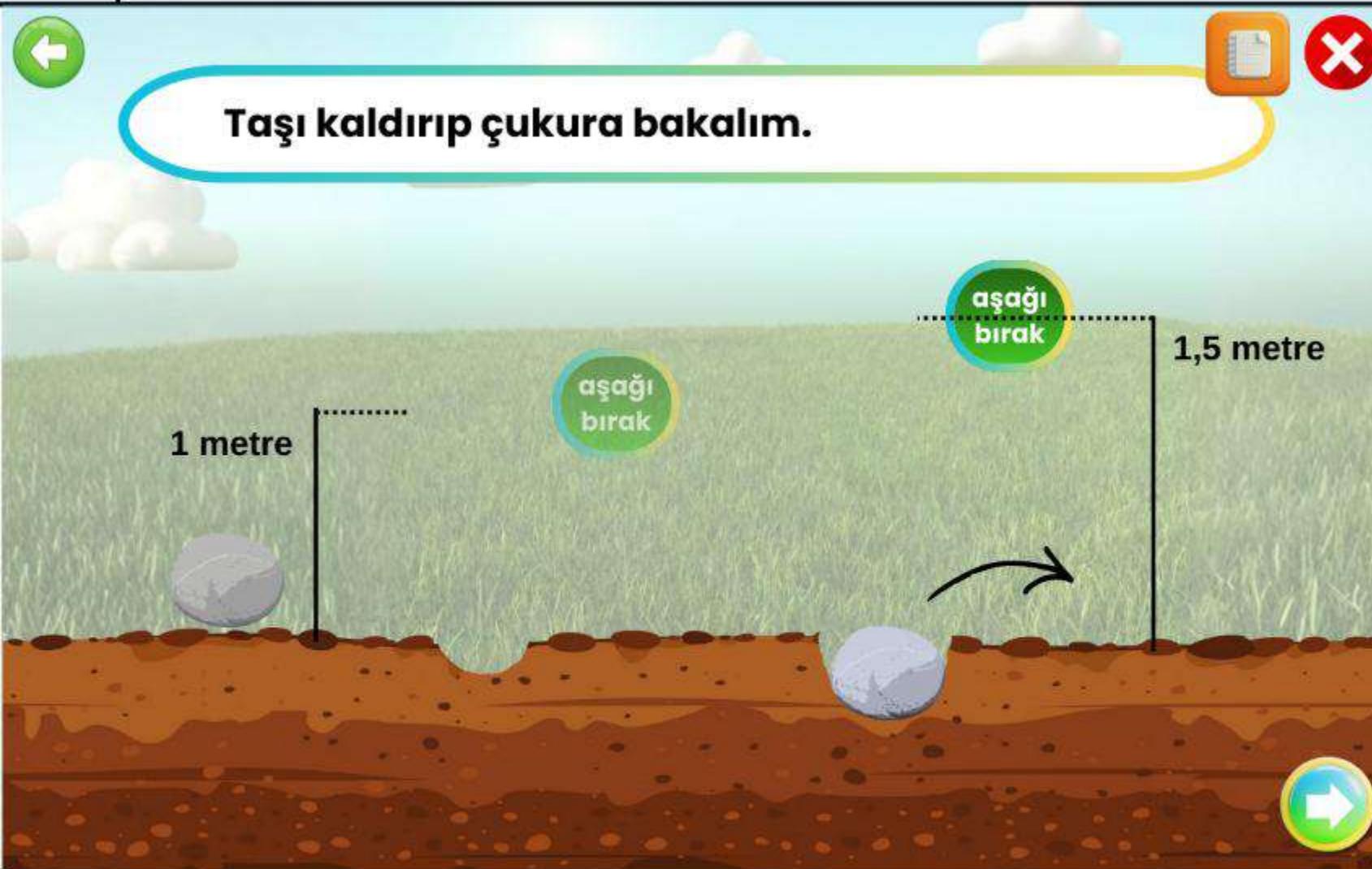
A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, aşağı bırak

Visuals: Rocks, earth floor

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.



Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

Navigation Information:

Click the “-->” button to proceed.

“-->” button becomes active after balls are on the floor (after clicking aşağı bırak button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, aşağı bırak

Visuals: Rocks, earth floor

**Navigation Information:**

Click the "-->" button to proceed.

Click the "Aşağı bırak" button to proceed.

--> button becomes active after balls are on the floor (after clicking aşağı bırak button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, aşağı bırak

Visuals: Rocks, earth floor

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

**Navigation Information:**

"Deftere Not Al" button becomes active after balls are on the floor (after clicking aşağı bırak button)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, aşağı bırak

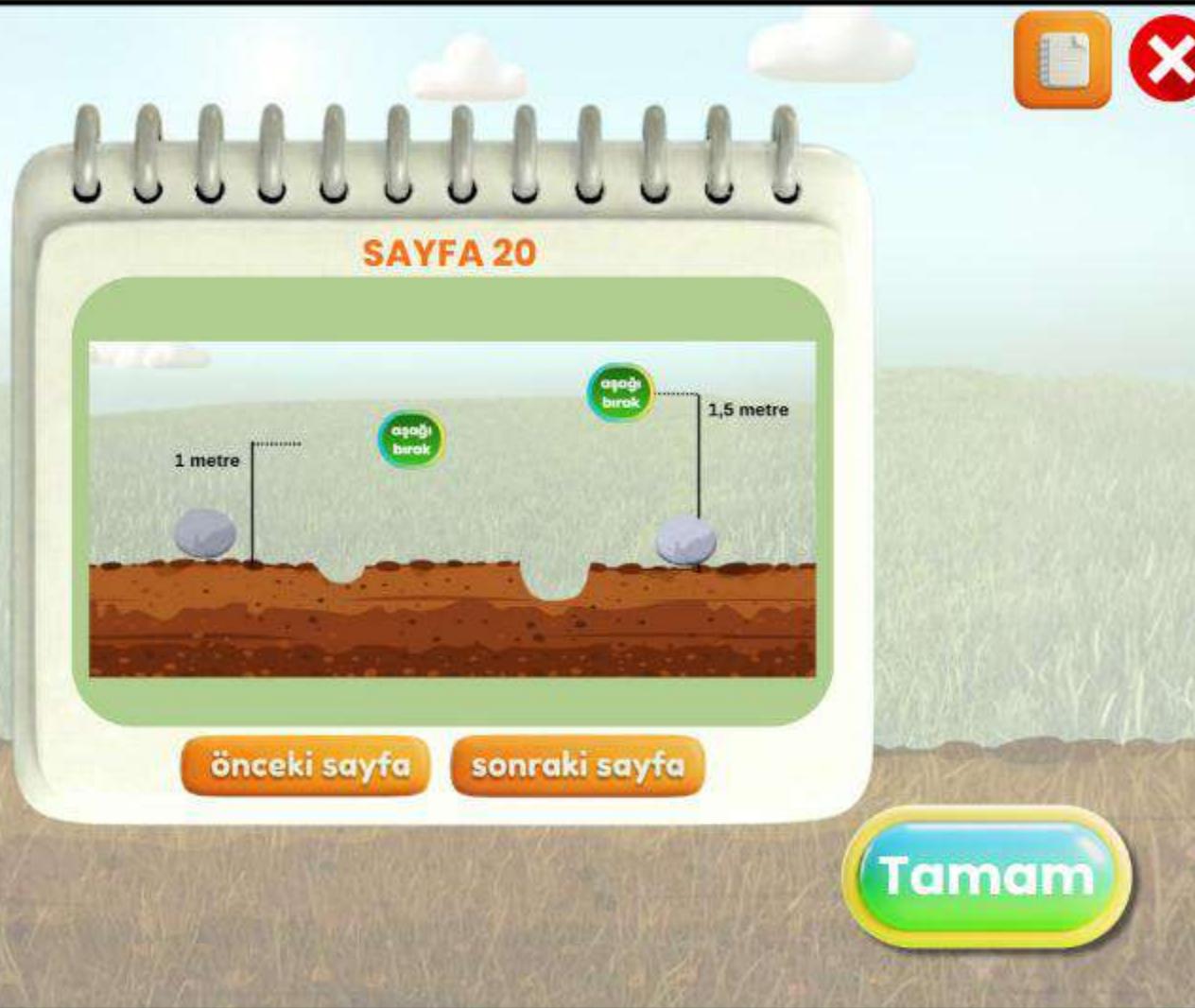
Visuals: Rocks, earth floor

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.



Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Aşağı atılan taşlar aynı, yani kütleleri **de aynı**.
Ama yükseklikleri farklı.

İlk çukur daha az derin.
Çünkü atılmadan önce çekim potansiyel enerjisi
daha azdı.

İkinci çukur daha çok derin.
Çünkü atılmadan önce çekim potansiyel enerjisi
daha çoktu.

Deftere
Kaydet

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.



Aşağı atılan taşlar aynı, yani kütleleri **de aynı**.
Ama yükseklikleri farklı.

İlk çukur daha az derin.
Çünkü atılmadan önce çekim potansiyel enerjisi
daha azdı.

İkinci çukur daha çok derin.
Çünkü atılmadan önce çekim potansiyel enerjisi
daha çoktu.



Navigation Information:

Click Deftere Kaydet button to proceed

Deftere kaydet button becomes active after all blanks are filled by dropdown

Media Information:

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 21

Aşağı atılan taşlar aynı, yani kütleyeleri de aynı.

Ama yükseklikleri farklı.

İlk çukur daha az derin.

Çünkü atılmadan önce çekim potansiyel enerjisi daha azdı.

İkinci çukur daha çok derin.

Çünkü atılmadan önce çekim potansiyel enerjisi daha çoktu.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.



Aynı yüksekliğe sahip iki cisimden, kütlesi fazla olanın çekim potansiyel enerjisi daha fazladır.

Bir cismin yüksekliği aynı kaldığında, kütlesi arttıkça çekim potansiyel enerjisi de artar.



Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.



Aynı yüksekliğe sahip iki cisimden, kütlesi fazla olanın çekim potansiyel enerjisi daha fazladır.

Bir cismin yüksekliği aynı kaldığında, kütlesi arttıkça çekim potansiyel enerjisi de artar.



Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 22

Aynı kütleye sahip iki cisimden, yüksekte olanın çekim potansiyel enerjisi daha fazladır.

Bir cismin kütlesi aynı kaldığında, yüksekliği arttıkça çekim potansiyel enerjisi de artar.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain how the height of an object affects its potential energy level.

**Navigation Information:**

Click the 'Rozetini Al' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini Al

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

Learning Objectives:

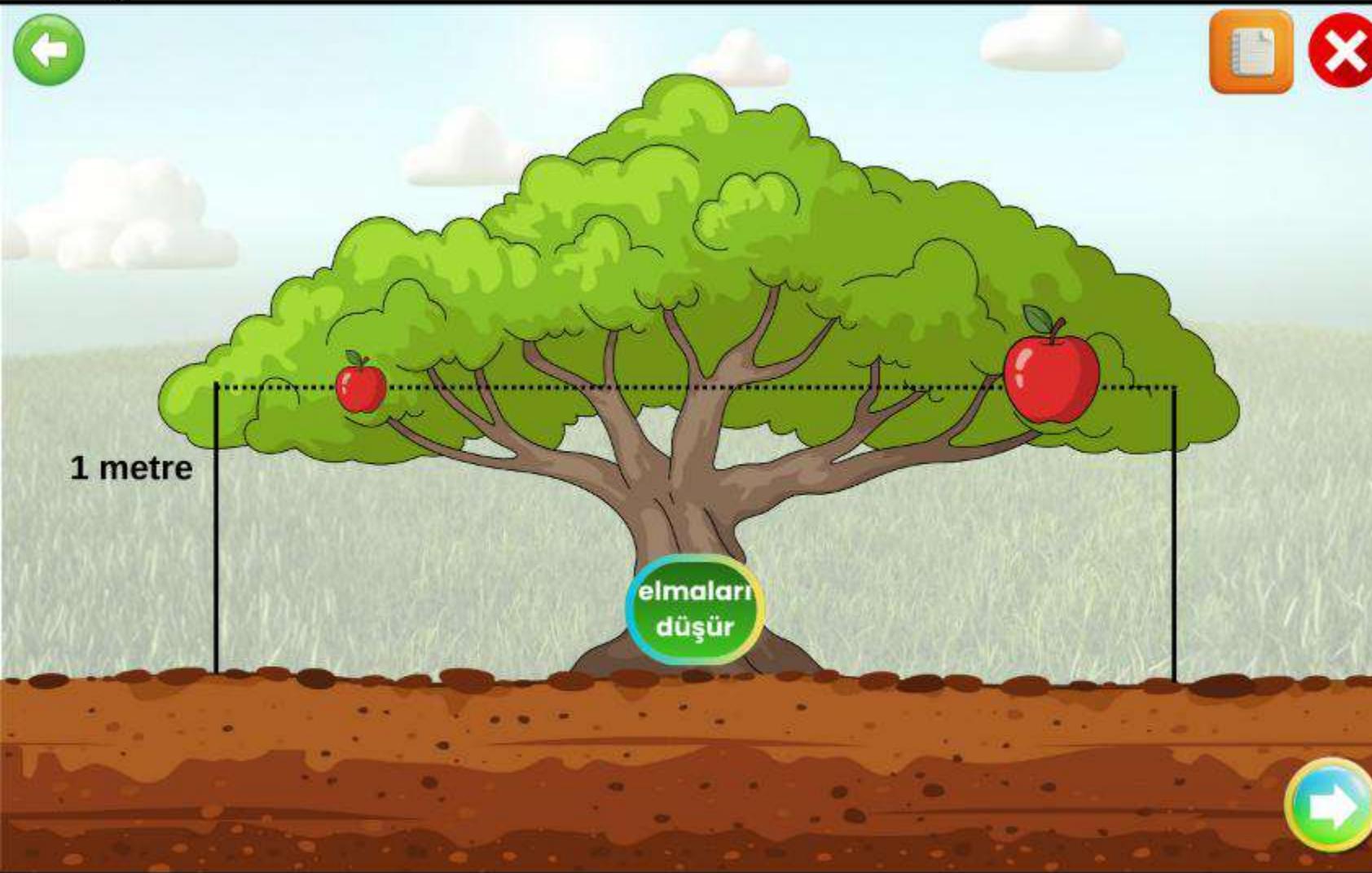
**Navigation Information:**

Click the 'Tamam' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,



Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

Navigation Information:

Click elmaları düşür to drop the apples and observe

Media Information:

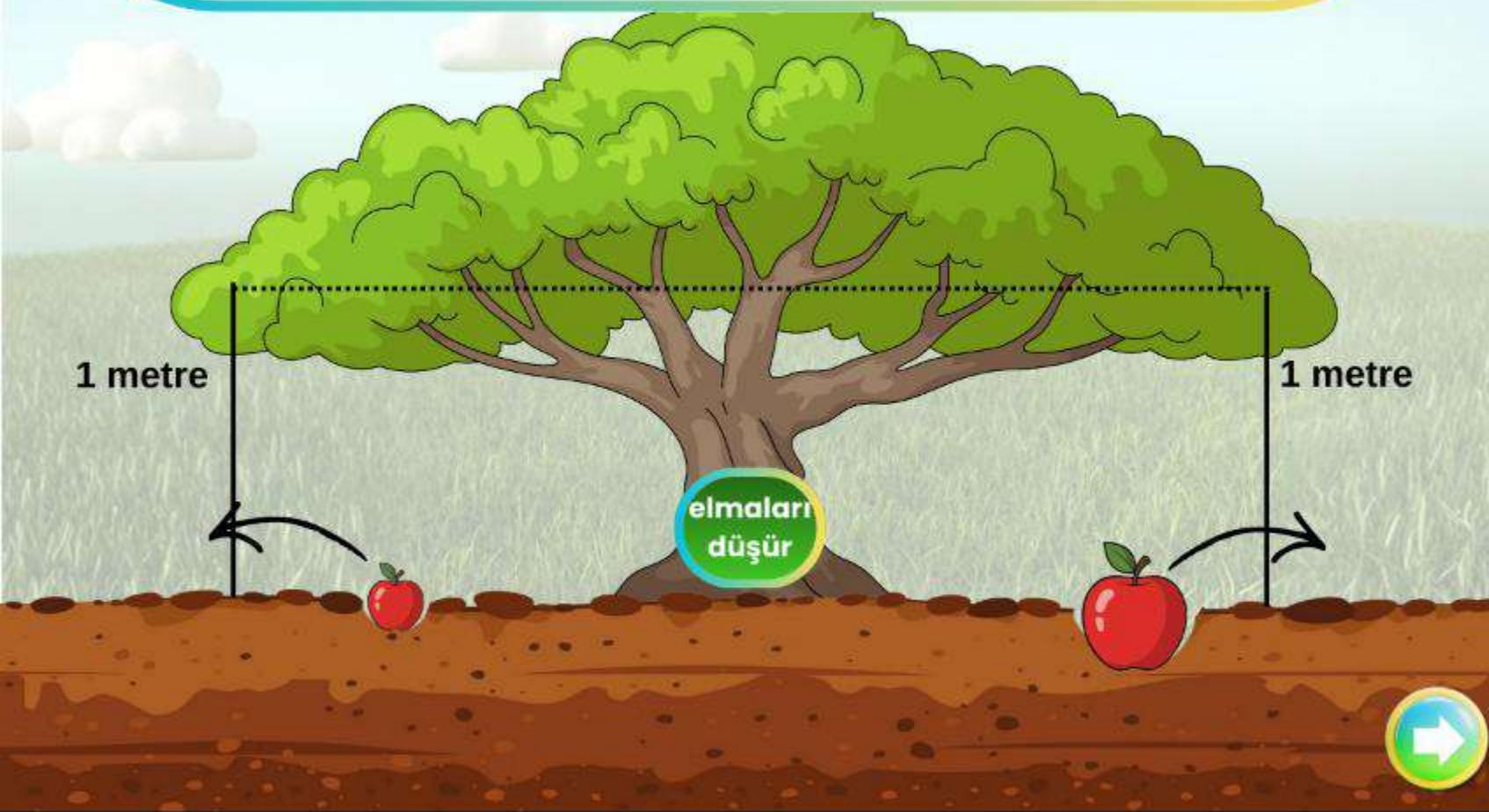
A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, elmaları düşür

Visuals: apples, tree, earth floor



Elmaları kaldırıp çukura bakalım.



Navigation Information:

Change position of apples by drag and drop

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, elmaları düşür

Visuals: apples, tree, earth floor

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

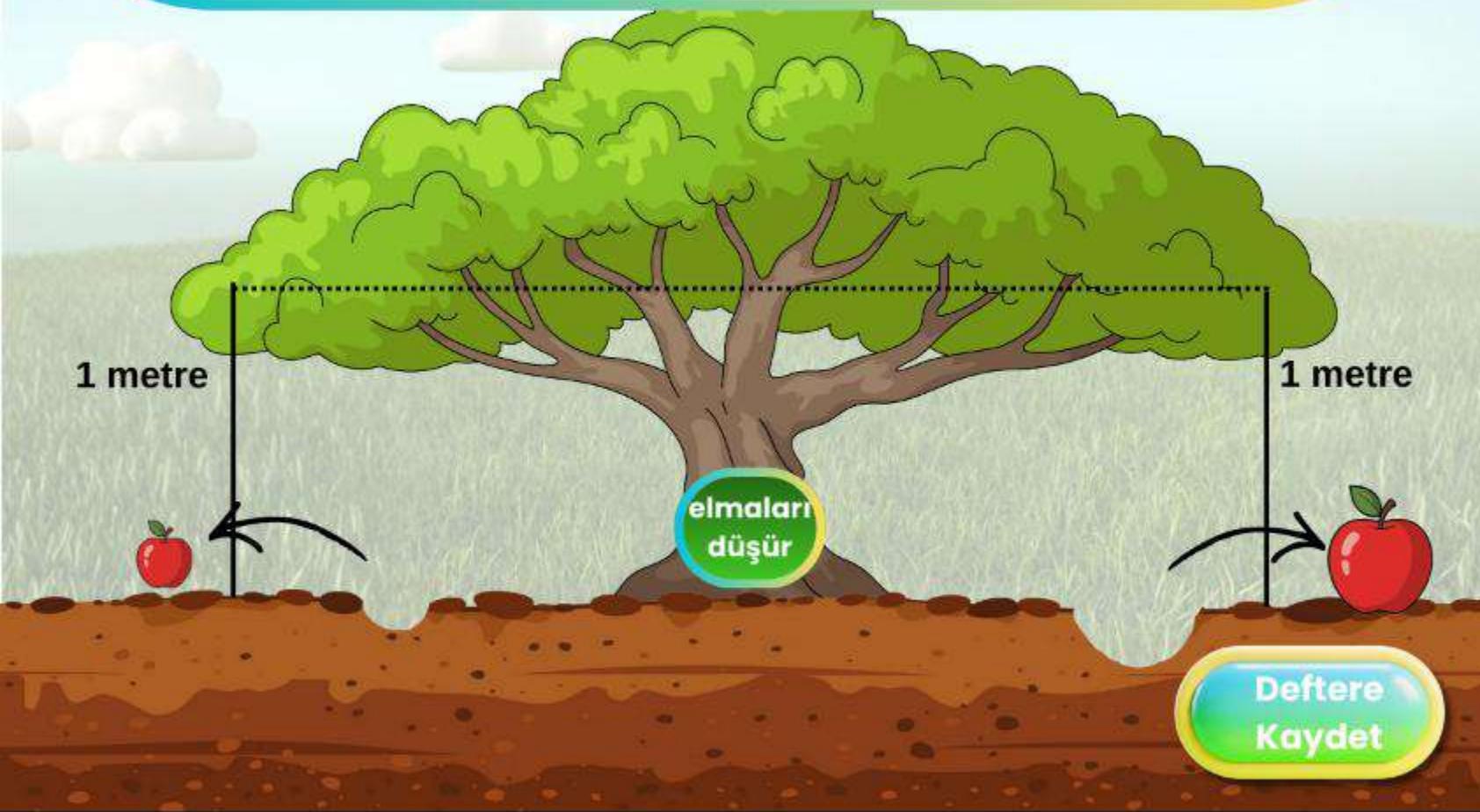


Elmaları kaldırıp çukura bakalım.



Navigation Information:

Click the "Deftere Kaydet" button to proceed.



Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad, elmaları düşür

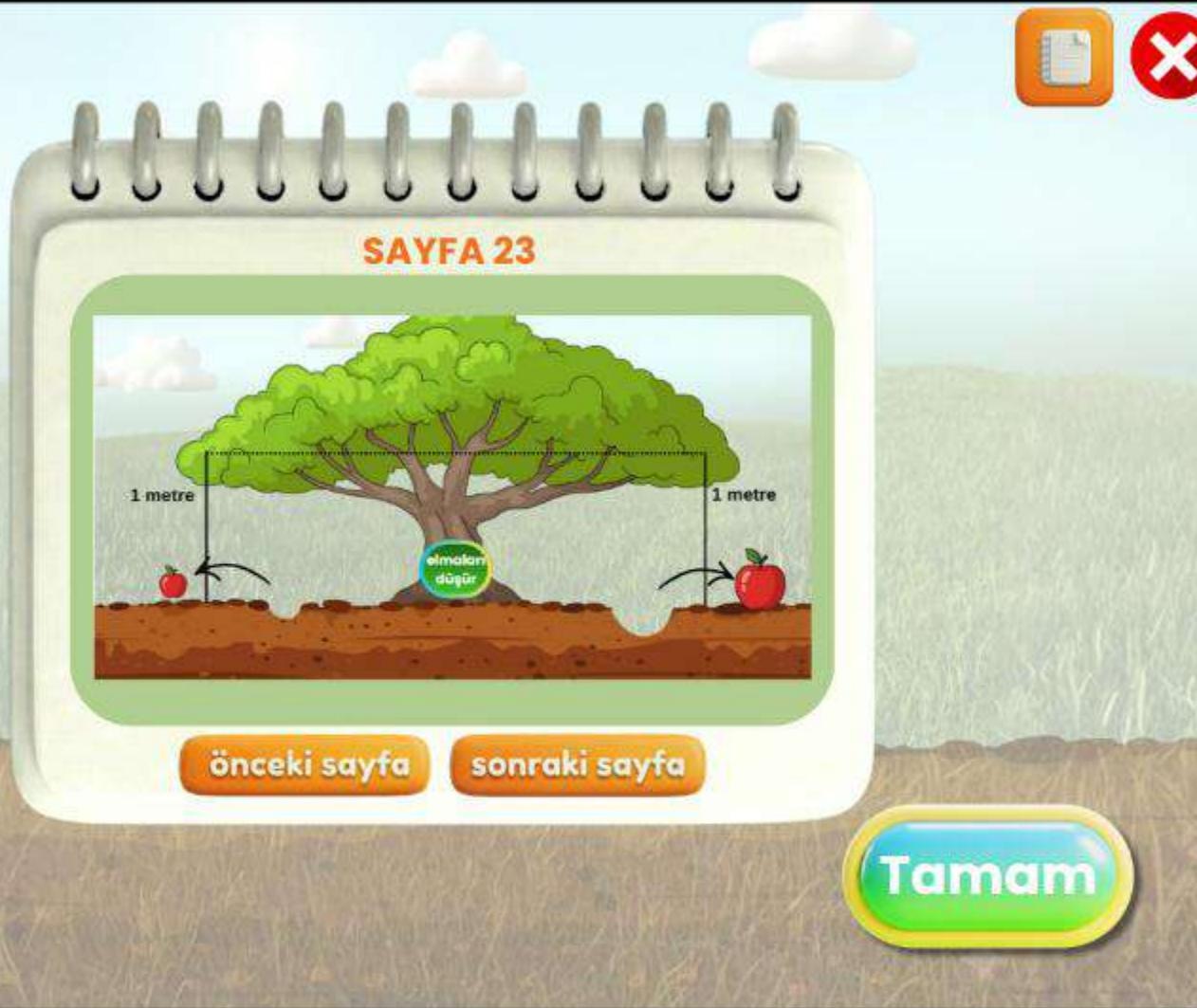
Visuals: apples, tree, earth floor

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa
sonraki sayfa

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

**İki elmanın da yerden yüksekliği aynı.
Elmaların küteleri farklı.**

**İlk çukur daha az derin.
Çünkü atılmadan önce çekim potansiyel enerjisi daha azdı.**

**İkinci çukur daha çok derin.
Çünkü atılmadan önce çekim potansiyel enerjisi daha çoktu.**

Deftere Kaydet

The screen includes standard mobile game navigation buttons: a green back arrow on the top left, a notepad icon with a red X on the top right, and a right arrow icon below the notepad.

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.



**İki elmanın da yerden yüksekliği aynı.
Elmaların küteleri farklı.**

**İlk çukur daha az derin.
Çünkü atılmadan önce çekim potansiyel enerjisi daha azdı.**

**İkinci çukur daha çok derin.
Çünkü atılmadan önce çekim potansiyel enerjisi daha çoktu.**



Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 24

Aşağı atılan taşlar aynı, yani kütleleri **de** aynı.

İlk çukur daha az derin.
Çünkü atılmadan önce çekim potansiyel enerjisi daha azdı.

İkinci çukur daha çok derin.
Çünkü atılmadan önce çekim potansiyel enerjisi **daha çoktu**.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

Aynı yüksekliğe sahip iki cisimden, kütlesi fazla olanın çekim potansiyel enerjisi daha fazladır.

Bir cismin yüksekliği aynı kaldığında, kütlesi arttıkça çekim potansiyel enerjisi de artar.

Deftere Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

Aynı yüksekliğe sahip iki cisimden, kütlesi fazla olanın çekim potansiyel enerjisi daha fazladır.

Bir cismin yüksekliği aynı kaldığında, kütlesi arttıkça çekim potansiyel enerjisi de artar.

Deftere Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 25

Aynı kütleye sahip iki cisimden, yüksekte olanın çekim potansiyel enerjisi daha fazladır.

Bir cismin kütlesi aynı kaldığında, yüksekliği arttıkça çekim potansiyel enerjisi de artar.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:

- Students will be able to explain how the mass of an object affects its potential energy level.

**Navigation Information:**

Click the 'Rozetini AI' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini AI

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

Learning Objectives:



Learning Objectives:

Navigation Information:

Click "Tamam" button to proceed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer



Yayı gevsetip sıkıştırarak esneklik potansiyel enerjisindeki değişikliği inceleyelim.

Yay çok sıkışmış

Navigation Information:

Click → button to proceed
→ button becomes active after all level of spring is observed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider

Learning Objectives:



Yayı gevsetip sıkıştırarak esneklik potansiyel enerjisindeki değişikliği inceleyelim.

Yay biraz sıkışmış

A yellow and red machine UI element is positioned on the right side of the screen. It has a yellow base, a red middle section, and a yellow top with an orange knob. A green circular button with a white right arrow icon is located at the bottom right of the UI element.

Learning Objectives:

Navigation Information:

Click → button to proceed
→ button becomes active after all level of spring is observed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider



Yayı gevsetip sıkıştırarak esneklik potansiyel enerjisindeki değişikliği inceleyelim.

Yay serbest
(sıkışmamış veya gerilmemiş)



Navigation Information:

Click → button to proceed
→ button becomes active after all level of spring is observed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider

Learning Objectives:



Yayı gevsetip sıkıştırarak esneklik potansiyel enerjisindeki değişikliği inceleyelim.

Yay açıçıktır gerilmiş



Learning Objectives:

Navigation Information:

Click → button to proceed
→ button becomes active after all level of spring is observed

Media Information:

A low-opacity background related to the game theme.

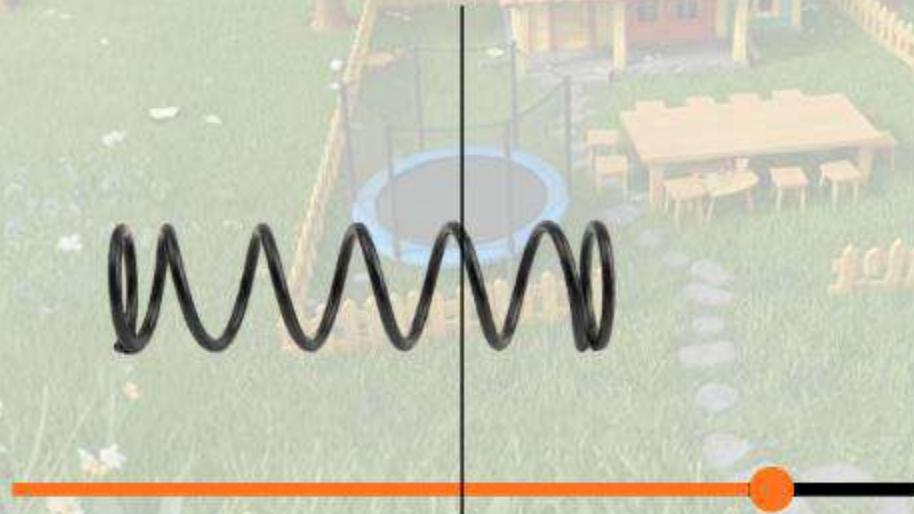
Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider



Yayı gevsetip sıkıştırarak esneklik potansiyel enerjisindeki değişikliği inceleyelim.

Yay biraz gerilmiş



Learning Objectives:

Navigation Information:

Click → button to proceed
→ button becomes active after all level of spring is observed

Media Information:

A low-opacity background related to the game theme.

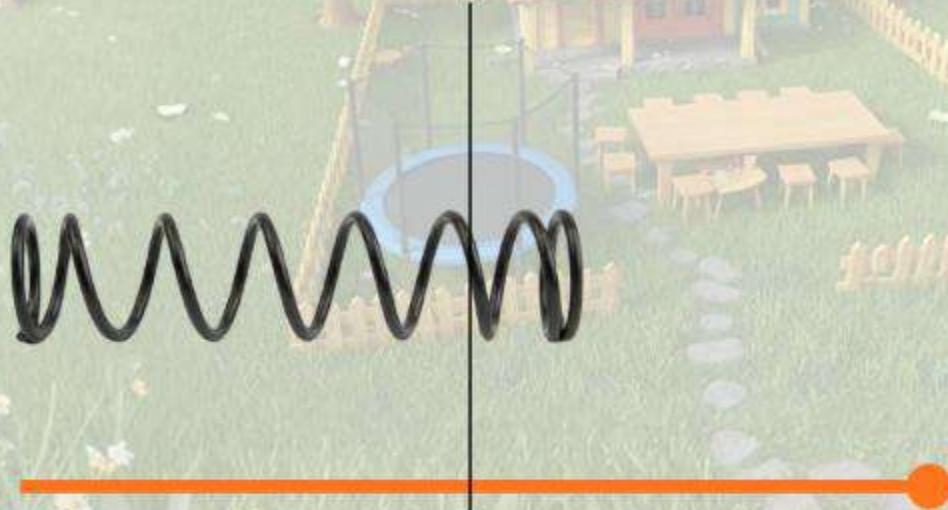
Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider



Yayı gevsetip sıkıştırarak esneklik potansiyel enerjisindeki değişikliği inceleyelim.

Yay çok gerilmiş



Learning Objectives:

Navigation Information:

Click → button to proceed
→ button becomes active after all level of spring is observed

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider



Esnek cisimler gerildiğinde ya da sıkıştırıldığında esneklik potansiyel enerjiye sahip olurlar.
Bir yay ne kadar fazla gerilirse, sahip olduğu enerji o kadar artar.
Bir yay ne kadar fazla sıkışrsa, sahip olduğu enerji o kadar artar.



Deftere
Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider



Esnek cisimler gerildiğinde ya da sıkıştırıldığında esneklik potansiyel enerjiye sahip olurlar.
Bir yay ne kadar fazla gerilirse, sahip olduğu enerji o kadar artar.
Bir yay ne kadar fazla sıkışrsa, sahip olduğu enerji o kadar artar.

Deftere
Kaydet

Navigation Information:

('Deftere Kaydet' button becomes active when after completing the fill in the blanks question by dropdown options)

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Right Arrow, Notepad,

Machine UI : Elastic Potential Energy ölçer, spring, slider

**Navigation Information:**

Click the 'Tamam' button to proceed.

SAYFA 26

Esnek cisimler gerildiğinde ya da sıkıştırıldığında esneklik potansiyel enerjiye sahip olurlar.

Bir yay ne kadar fazla gerilirse, sahip olduğu enerji o kadar artar.

Bir yay ne kadar fazla sıkışrsa, sahip olduğu enerji o kadar artar.

[önceki sayfa](#)[sonraki sayfa](#)[Tamam](#)**Media Information:**

Notepad

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam, önceki sayfa sonraki sayfa

Learning Objectives:



Learning Objectives:

Navigation Information:

Click the 'Rozetini Al' button to proceed.

Media Information:

Background: Tonton Nuri's garden, sunny and bright with blooming flowers .

Character Animation: Tonton Nuri (Short, excited animation loop: jumping with a big smile, arms in the air, and spinning around).

Button: Exit, Rozetini Al

Visuals: Badges (Rozetler) Collected badge colorful; remaining slots gray/locked.

**Learning Objectives:****Navigation Information:**

Click the 'Devam' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Devam

**Navigation Information:**

Click the 'Tamam' button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:



Diyelim ki bir koliyi içeri taşımam lazım.
Hangi şekilde götürürsem “iş” yapmış olurum?



Koli kucağındayken yürüyerek götürürsen



Koliyi yerde ittirerek götürürsen



Koli sırtındayken yürüyerek götürürsen



Koliyi başının üzerinde götürürsen



Navigation Information:

Click the “-->” button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam



Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Diyelim ki bir koliyi içeri taşımam lazım.
Hangi şekilde götürürsem “iş” yapmış olurum?



Koli kucağındayken yürüyerek götürürsen



kuvvet yukarı
yer değiştirme ileri

Koliyi yerde ittirerek götürürsen



kuvvet ileri
yer değiştirme ileri

Koli sırtındayken yürüyerek götürürsen



kuvvet yukarı
yer değiştirme ileri

Koliyi başının üzerinde götürürsen



kuvvet yukarı
yer değiştirme ileri



Navigation Information:

Click the “-->” button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Diyelim ki bir koliyi içeri taşımam lazım.
Hangi şekilde götürürsem “iş” yapmış olurum?

Koli kucağındayken yürüyerek götürürsen



kuvvet yukarı
yer değiştirme ileri

Koliyi yerde ittirerek götürürsen



kuvvet ileri
yer değiştirme ileri

Koli sırtındayken yürüyerek götürürsen



kuvvet yukarı
yer değiştirme ileri

Koliyi başının üzerinde götürürsen



kuvvet yukarı
yer değiştirme ileri



Navigation Information:

Click the “-->” button to proceed.

→ becomes after when the correct answer is chosen

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Okçunun yayındaki esneklik potansiyel enerjisi hangi durumda en fazladır?

Yay dolabın en üst rafındayken



Yay yerdeyken



Oku tam fırlatmadan önce



Oku yaya ilk taktiği anda



Navigation Information:

Click the "-->" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam



Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Okçunun yayındaki esneklik potansiyel enerjisi hangi durumda en fazladır?

Yay dolabın en üst rafındayken



sıkışmamış
gerilmemiş

Yay yerdeyken



sıkışmamış
gerilmemiş

Oku tam fırlatmadan önce



yay gergin
esneklik PE fazla

Oku yaya ilk taktiği anda



yay az gerilmiş



Navigation Information:

Click the "-->" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Okçunun yayındaki esneklik potansiyel enerjisi hangi durumda en fazladır?

Yay dolabın en üst rafındayken



sıkışmamış
gerilmemiş

Yay yerdeyken



sıkışmamış
gerilmemiş

Oku tam fırlatmadan önce



yay gergin
esneklik PE fazla

Oku yaya ilk taktiği anda



yay az gerilmiş



Navigation Information:

Click the “-->” button to proceed.

→ becomes after when the correct answer is chosen

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Hangi durumda hem kinetik enerji hem de çekim potansiyel enerji vardır?

Yerde duran sıkıştırılmış yay



sıkıştırılmış - sadece esneklik PE

Hamakta yatan çocuk



yüksekte - sadece çekim PE

Balkonda duran saksı



yüksekte - sadece çekim PE

Havada uçan bir kuş



hem yüksek - çekim pe hem hareketli - KE



Navigation Information:

Click the "-->" button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Hangi durumda hem kinetik enerji hem de çekim potansiyel enerji vardır?

Yerde duran sıkıştırılmış yay



sıkıştırılmış - sadece esneklik PE

Hamakta yatan çocuk



yüksekte - sadece çekim PE

Balkonda duran saksı



yüksekte - sadece çekim PE

Havada uçan bir kuş



hem yüksek - çekim pe hem hareketli - KE



Navigation Information:

Click the "-->" button to proceed.

→ becomes after when the correct answer is chosen

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives:

- Students will be able to summarize the relationship between force direction and displacement direction in determining work.
- Students will be able to justify whether an example represents physical work or not using scientific reasoning.



Rozetleri çevir ve şifreyi çöz.



Navigation Information:

Click the “Çevir” button to proceed.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Çevir

Rozetler

Learning Objectives:



Rozetleri çevir ve şifreyi çöz.



BİTTİ

Navigation Information:

Click the "Bitti" button to terminate.

Media Information:

A low-opacity background related to the game theme.

Buttons: Exit, Back, Notepad, Tamam

Learning Objectives: