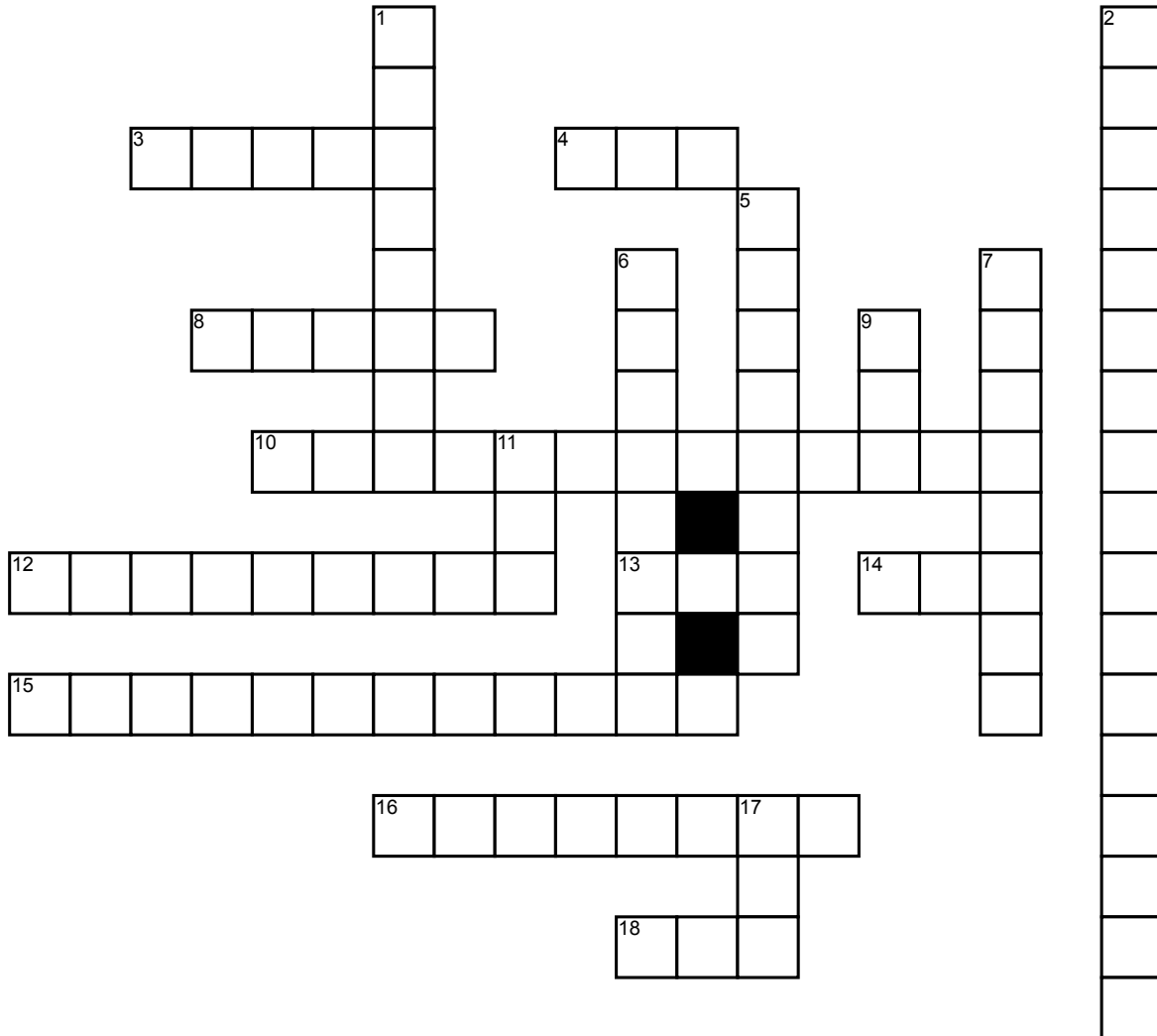


PLTW Unit 4



Across

- 3. A visual, mathematical, or three-dimensional representation in detail of an object or design, often smaller than the original.
- 4. When used in the context of design: the use of a computer to assist in the process of designing a part, circuit, building, etc.
- 8. A three-dimensional body or geometric figure.
- 10. A physical representation of an object. Prototypes and appearance models are physical models.
- 12. A manufacturing process that forces material through a shaped opening.

- 13. Autodesk Pro file extension for a part
- 14. Autodesk Pro extension for a drawing.
- 15. The change in position of an object from its starting position to its final position. Displacement is described by a magnitude and direction. Displacement is a vector quantity.
- 16. A measure of how far an object has traveled from its starting point regardless of its starting or ending position. Distance is a scalar quantity.
- 18. Autodesk Pro extension for an assembly

Down

- 1. The rate with respect to time that an object changes position (regardless of the path taken). Velocity is described by a magnitude and a direction. Velocity is a vector quantity.

- 2. The process of choosing and using appropriate mathematics and statistics to analyze empirical situations, to understand them better, and to improve decisions.
- 5. A moving mechanical device that performs a repetitive function.
- 6. Turning around an axis or center point.
- 7. A machine part that receives motion from another part.
- 9. When used in the context of design: the use of a computer to assist in the process of designing a part, circuit, building, etc.
- 11. Autodesk Pro extension for a presentation.
- 17. A rotating or sliding part in a mechanism used especially to transform rotational motion to linear motion or vice versa.