

# Driver's Education Vocabulary

## Chapter 1 Vocabulary

1. Collision -contact between two or more objects, as when two vehicles collide into each other
  2. Defensive driving -protecting yourself and others from dangerous and unexpected driving situations
  3. Driving task -all social, physical, and mental skills required to drive
  4. graduated driver licensing program -program requiring young drivers to progress through a series of licensing stages with various restrictions
  5. HTS -Complex system made up of people, vehicles, and roadways
  6. IPDE Process -organized process of seeing, thinking, and responding that includes the steps of identifying, predicting, deciding and executing
  7. Risk -driving, possibility of having a conflict that results in a collision
  8. Smith System -organized method designed to help drivers develop good seeing habits by using five rules for safe driving
  9. Vehicle code -federal and state laws that regulate the hts
  10. Zone Control Sys -organized method for managing the space, six zones around your vehicle
  11. Implied Consent Law-states that anyone who receives a driver's license automatically consents to be tested for blood-alcohol content and other drugs if stopped for suspicion of drug use while driving
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## Chapter 2

1. basic speed law -law stating that you may not drive faster than is safe and prudent for existing conditions, regardless of posted speed limits
  2. minimum speed limit -speed limit to keep traffic moving safely by not allowing drivers to drive slower than a certain speed
  3. right of way -privilege of having immediate use of a certain part of a roadway
  4. rumble strips -sections of rough pavement intended to alert drivers of approaching roadway construction, tollbooth plaza, or other traffic conditions
  5. shared left-turn lane -lane on a busy street that helps drivers make safer mid-block left turns into business areas from a center lane
  6. Advisory Speed Limit -speed limit set for special conditions such as a sharp curve
  7. Warning Signs -sign that alerts you to possible hazards and road conditions
  8. Regulatory Signs -sign that controls traffic
  9. Guide Signs -sign that gives directions, distance, services, points of interest, and other info
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## Chapter 3

1. Antilock Braking System-computer controlled braking system that keeps the wheels from locking
  2. Blind-spot area -area that rearview mirrors cannot show
  3. Console -compartment mounted between the front seats in a vehicle
  4. Cruise control -device that lets you maintain your desired speed without keeping foot on the accelerator
  5. Friction point -in shifting, the point at which you feel the engine takes hold, the vehicle start to move
  6. target -stationary object that appears in the distance in the center of path you intend to occupy
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## Chapter 4

1. Central Vision -cone-shaped area up to 10 degrees in your field of vision in which you can see clearly while looking straight ahead
  2. Closed Zone -space not open to you because of a restriction in your line of sight or intended path
  3. Commentary Driving -system of thinking out loud as you practice the IPDE Process
  4. Compromise Space -reduce risk by giving as much space as possible to the greater of two or more hazards
  5. Field of Vision -area a person can see while looking straight ahead
  6. Ground Viewing -making quick glances to the roadway in front of your vehicle
  7. Line of Sight -distance you can see ahead in direction you are looking
  8. Open Zone -space where you can drive without a restriction to your line of sight
  9. Orderly Visual Search Pattern-process of searching critical areas in a regular sequence
  10. Path of Travel -space your vehicle will occupy as you travel ahead
  11. Scanning -glancing continually and quickly with very brief eye fixations through your orderly visual search pattern
  12. Separate the Hazards -process of adjusting the speed of a vehicle to handle one hazard at a time when two or more hazards threaten a driver
  13. Space Cushion -open area around a vehicle consisting of adequate following distance between it and the vehicles ahead and behind, pluses were paths to left and right
  14. Target Area -section of roadway where the target is located and the area to the left and right of target
  15. Minimize Hazards -reduce the possibility of conflict by putting more space between your vehicle and hazard
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### Ch 5 Terms

1. Center of gravity -point around which an object's weight is evenly distributed
  2. Energy of motion -kinetic energy or the energy an object has because it is moving
  3. Gravity -force that pulls all things to earth
  4. Active restraint device -restraint device that you have to engage
  5. banked curve -curve higher on the outside than it is on the inside that helps overcome a vehicle's tendency to more to the outside of the curve
  6. force of impact -force with which one moving object hits another object; varies according to speed, weight, and distance between impact and stop
  7. blowout -sudden loss of tire air pressure while driving
  8. passive restraint device -restraint device:air bag or an automatic seat belt, that works automatically
  9. friction -force that keeps each tire from sliding on the road
  10. restraint device -any part of a vehicle that holds an occupant in the seat during a collision
  11. tread -outer grooved surface of a tire that grips the road
  12. braking distance -distance your vehicle travels from the time you apply the brake until your vehicle stops
  13. perception distance -distance your vehicle travels during perception time
  14. perception time -length of time you take to identify, predict, and decide to slow for a hazard
  15. reaction distance -distance your vehicle travels while you react
  16. reaction time -length of time you take to execute your action
  17. total stopping distance -distance your vehicle travels while you make a stop
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### Ch 6 Terms

1. angle parking -parking the vehicle diagonally to the curb
  2. hand-over-hand steering -pulling the steering wheel down with one hand while the other hand crosses over to pull the wheel farther down
  3. oversteer -turning the steering wheel too much
  4. parallel parking -parking the vehicle parallel to the curb
  5. perpendicular parking -parking the vehicle at a right angle to the curb
  6. personal reference point -adapting the standard reference point to one's own vehicle
  7. push-pull steering -keeping both hands on the steering wheel at all times
  8. reference point -part of the outside or inside of the vehicle, as viewed from the driver's seat, that relates to some part of the roadway
  9. standard reference point -point on the vehicle typical for most drivers
  10. turnabout -maneuver for turning your vehicle around to go in the opposite direction
  11. understeer -not turning the steering wheel enough
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### Ch 7 Terms

1. Controlled intersection -intersection at which traffic signals or signs determine the right of way
  2. Controlled railroad cross. -rr crossing controlled by flashing red lights and/or crossing gates
  3. cross buck -large white X shaped sign located beside an uncontrolled railroad crossing
  4. delayed green light -indicates that one side of an intersection has a green light while the light for the oncoming traffic remains red
  5. fresh green light -light that has just turned from red to green
  6. stale green light -light that has been green for a long time
  7. gap -distance between vehicles
  8. point-of-no-return -point beyond which a driver can no longer stop safely without entering the intersection
  9. protected left turn -left turn made on a left-turn light, green arrow, or delayed green light while oncoming traffic is stopped
  10. traffic circle -intersection that forms when several roadways meet at a circle
  11. uncontrolled intersection -intersection that has no signs or signals to regulate traffic
  12. uncontrolled railroad crossing -rr crossing that does not have a flashing red light or gates
  13. unprotected left turn -left turn made at a signal controlled intersection without a special left-turn light
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### Ch 8 Terms

1. Moped -two-wheeled vehicle that can be driven with either a motor or pedal
2. Motor Scooter -low powered, two wheeled vehicle that is more powerful than a moped
3. No-zones -large blind-spot areas where truck drivers cannot see other vehicles
4. Protective equipment -items a motorcyclist wears to protect head, eyes, and body

- 5. Recreational vehicle -large vehicle such as a motor home, camper used mainly for pleasure
- 6. Tractor Trailer -truck that has a powerful tractor that pulls a separate trailer
- 7. Tractor-Semi-trailor -type of tractor-trailer that pulls one trailer

**Chapter 9 Terms**

- 1. Cover the Brake to brake quickly -take your foot off the accelerator and hold it over the brake pedal to be ready
- 2. Overtake -pass the vehicle ahead
- 3. Ride the Brake -resting your foot on the brake pedal while driving
- 4. Tailgate -to follow another vehicle too closely

**Ch 10 Terms**

- 1. median -area of ground separating traffic moving in opposite directions
- 2. Pull out Area -additional right lane on narrow mountain roadways for slower-moving vehicle
- 3. Runaway Vehicle Ramp -place on mountain roads for vehicles to safely get out of traffic when their brakes are not effective
- 4. Slow-Moving Vehicle -vehicle unable to travel at highway speed
- 5. Switchback -turn in a road that bends sharply in the opposite direction

**Ch 11 Terms**

- 1. Acceleration Lane -lane that permits drivers entering an expressway to accelerate to the speed of expressway traffic
- 2. Common Speed -speed used by most drivers on an expressway
- 3. Controlled-access highway -highway that vehicles can enter and exit only at interchanges
- 4. Deceleration Lane -expressway lane used to slow your vehicle without blocking vehicles behind you
- 5. Entrance Ramp -ramp leading onto an expressway
- 6. Exit Ramp -ramp leading off an expressway
- 7. Highway Hypnosis -drowsy or trancelike condition caused by concentration on the roadway ahead and monotony of driving
- 8. Merging Area -stretch of roadway at the end of an acceleration lane on an expressway where vehicles join the flow of traffic
- 9. Velocitation -condition of unconsciously driving too fast as a result of driving for long periods at high speed
- 10. Wolf Pack -group of vehicles traveling together in a bunch on an expressway

**Ch 12 Terms**

- 1. Controlled Braking -reducing speed as quickly as possible while maintaining steering control of you vehicle
- 2. Fishtail -sliding of the rear of a vehicle from side to side
- 3. Hydroplaning -occurs when a tire loses road contact by rising up on top of water
- 4. Overdriving Headlights -driving at a speed that makes your stopping distance longer than the distance lighted by your headlights
- 5. Rocking a vehicle -repeating the sequence of driving toward a little and then back a little to move your vehicle out of deep snow, mud, or sand
- 6. Skid -when tires lose part or all of their grip on the road

**Ch 13 Terms**

- 1. Blowout -sudden loss of tire air pressure while driving
- 2. Brake Fade -loss of braking effectiveness caused by the brakes overheating after long, continuous hard braking
- 3. Counter steer -steer in the opposite direction
- 4. Jack -hand operated device used to lift and hold one corner or side of the vehicle
- 5. Lug Nuts -devices that hold the wheel to the vehicle

**Ch 14 Terms**

- 1. Carbon Monoxide engines -colorless, odorless, tasteless gas contained in the exhaust fumes of gasoline engines
- 2. Color Blindness -inability to distinguish colors
- 3. Depth Perception -ability to judge distance between yourself and other objects
- 4. Emotion -strong feeling such as anger, fear and joy
- 5. Glare Recovery Time -time your eyes need to bargain clear vision after being affected by glare

- 6. Glare Resistance -ability to continue seeing when looking at bright lights
  - 7. Night Blindness -not being able to see well at night
  - 8. Speed Smear -occurs when objects off to your sides become blurred and distorted as your speed increases
  - 9. Tunnel Vision -being able to see in a narrow field of vision of 140 or less
  - 10. Visual acuity -ability to see things clearly both near and far away
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**Ch 15 Terms**

- 1. BAC -amount of alcohol in the blood expressed as a percentage of alcohol in the bloodstream
  - 2. Depressant -drug that can slow down the CNS
  - 3. Designated Driver -person who decides ahead of time not to drink alcoholic beverages and is appointed to drive others who do drink
  - 4. Driving Under the Influence -an offense for which a driver can be charge in some states if the driver's blood alcohol concentration is above .05
  - 5. DWI -an offense for which a driver can be charged in all state if the driver's blood-alcohol concentration is above a certain level
  - 6. Euphoria -false sense of well-being developed as a result of alcohol or drug consumption
  - 7. Field Sobriety Test -series of on the spot roadside tests that can help an officer detect impairment of a driver suspected of DUI or DWI
  - 8. Inhibitions -inner forces of personality that restrain or hold back impulsive behavior
  - 9. Nystagmus -involuntary jerking of the eyes as a person gazes to the side
  - 10. Over-the-counter medicine -drug that can be obtained legally without a doctors prescription
  - 11. Peer Education -process in which young people help other young people make decisions and determine goals
  - 12. Peer Pressure -influence of others of a similar age
  - 13. Prescription Medicine -drug that can be purchased legally only when ordered by a doctor
  - 14. Stimulant -drug that speeds up the central nervous system
  - 15. Zero-tolerance Law - a law stating that is illegal for persons under the age of 21 to drive with any measurable amount of alcohol in the blood
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**Ch 16 Terms**

- 1. Assigned Risk Insurance-provides minimum bodily injury and property damage liability coverage to high risk drivers for a higher premium
- 2. Blue Book Price -average market value for a specific model and age of a used vehicle
- 3. Bodily-Injury insurance -covers the driver who is at fault against claims
- 4. Car Pooling -several individuals sharing transportation to one or more destinations in a car
- 5. Collision Insurance -provides coverage to pay the cost of repair or replacement of your vehicle from a collision
- 6. Comprehensive Insurance -provides coverage for replacement or repair of your vehicles from damage other than a collision
- 7. Deductible -amount of insurance policy holder that a driver agrees to pay for repair or replacement
- 8. Depreciation -decrease in value of a vehicle over time
- 9. Financial Responsibility Law -law that requires you to prove that you can pay for collision damages that you cause that result in death, injury or property damage
- 10. Leasing -alternative to purchasing a vehicle
- 11. Liability Insurance-provides compensation for damages to a third party for which the insured is legally obligated to pay; covers others when you are at fault
- 12. Mass Transportation -involves moving large numbers of people together from place to place
- 13. No-Fault Insurance -covers an insured's losses and expenses associated with the collision regardless of who is at fault
- 14. Premium -specified amount of money paid to an insurance company for insurance coverage over a specified period of time
- 15. Property Damage Insurance -protects the driver who is at fault against claims for damages to another persons property up to specified limits
- 16. Solar-Powered Vehicle -vehicle that captures light from the sun and transforms into electrical power
- 17. Underinsured motorist insurance -covers costs that exceed what the other person s insurance company will pay as a result of the collision
- 18. Uninsured Motorist insurance -covers costs up to a certain amount if you are struck by another vehicle if the drivers does not have insurance
- 19. Warranty -written guarantee that the seller will make certain repairs for a period of time

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**Ch 17 Terms**

1. Alternator -device that generates an electrical current needed to recharge the battery and operate electrical equipment in a vehicle
2. Belted Tire -tire that has special layers added to a bias ply tire to improve strength, performance and mileage
3. Carburetor -engine part that mixes air and gasoline in the proper proportion that sends it as a fine mist to the engine cylinders
4. Catalytic Converter -part of a vehicle's emission system that converts harmful gases into less harmful gases and water
5. Differential -arrangement of gears at the rear of the vehicle allowing one wheel to revolve faster than the opposite wheel turns
6. Drive Shaft -in the rear wheel vehicle's long metal tube turned by the transmission that carries power to the differential
7. Engine Management System -computerized system that monitors and adjusts the fuel, ignition, and emission's systems
8. Fuel-Injection System -fuel combustion system(replacing the carburetor) in which vaporized fuel is pumped under pressure to the engines cylinders
9. Master Cylinder -device in the brake system from which brake fluid is forced to the wheel 's cylinders when the driver steps on the brake pedal
10. Muffler -device that reduces the noise from combustion sounds in the engine
11. Oil Pump -device that forces oil from the oil pan to parts of the engine that need lubrication
12. Power Steering -system that uses hydraulic pump and fluid to make steering easier
13. Preventive Maintenance -routine care and attention to your vehicle
14. Radial Tire -tire that has ply's that run straight across under the tread and strengthening belts of steel or other materials that circle the tire
15. Radiator -part of cooling system that holds and cools the coolant
16. Thermostat -part of the cooling system that opens and shuts to control the flow of coolant to the radiator
17. Transaxle -device in a front wheel vehicle that carries power to the front wheels via to half shafts
18. Transmission -mechanism in a vehicle that delivers power from the engine to the drive wheels
19. Water Pump -part of cooling system that draws coolant from the radiator that forces it through the engine's cooling passages

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**Ch 18 Terms**

1. Legend -chart that explains the markings and symbols used on a map
2. Navigating -following a route by reading a map
3. Safety Chain -backup link used in case a trailer hitch fails