The Potential Energy (PE) is the highest at the peak.

The Kinetic Energy increases as the coaster goes down because of gravity.

PE is once again increased, as KE is decreased while going up this hill. Then KE increases as the coaster goes down.

The final hill is where the coaster is slowed down enough for it to stop. KE is decreased.

The KE decreases as the coaster goes up the loop, and then increases as it comes down.

The KE decreases as the coaster goes up the loop, and then increases as it comes down.

Things to remember:
1. Always start the coaster with a tall hill because the KE created will be used throughout the rest of the ride.
2. PE is used when going up hills, and up loops.
3. KE is generated when going down hills and the second half of loops.
4. The longer something is going down, the faster and faster it gets because of GRAVITY.
5. The coaster must be able to stop safely in the end, which is why you should always end with an upwards hill.
6. The goal is to get the highest possible score!!