



Learn About *Race Cars!*

Objective:

Learners that participate in this activity will be better able to:

- 1) *Describe* and *compare* different textures on the racetracks.
- 2) *Predict* and *observe* on which texture the racecar will travel the fastest.
- 3) *Explain what happened* by creating a picture about the cars' behavior.

Materials needed:

1. Three ramps covered with different materials such as aluminum foil, bubble wrap, and felt.
2. A toy with wheels, such as a matchbox car or dump truck.

Lesson:

1. Invite the child to describe and compare the different textures of the racetracks.
2. Ask the child to predict which surface will help the race car go fastest or slowest.
3. Assist the child as he or she "launches" the racecars on the different racetracks. Ask him or her to explain what happened.
4. Invite the child to create a record of what happened by drawing a picture of a fast racetrack.

Read

Use your local library to find books about racecars. We like:

- *Racecar Alphabet* by Brian Floca, 2003.
- *Hot Rod Hamster* by Cynthia Lord, 2010.
- *Racecars: Start Your Engines!* by Molly Aloian, 2007.