



# DRIVEN TO READ!

What's cooler than race cars? Dazzling color, noise, speed, competition, and a dash of danger—kids will get revved up over this exciting reading theme. So start your engines, shift your imagination into high gear, and ready, **SET, READ!**

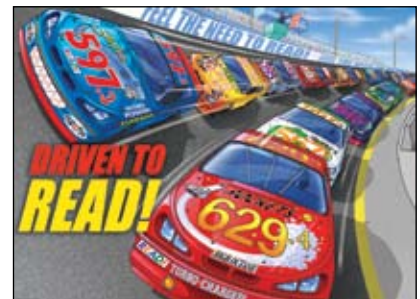
## SETTING THE SCENE

**Pit Stop Reader's Corner:** Create a cozy corner for servicing the need to read. Create a "concrete" half-wall using cardboard or paper part way up the wall. Hang Upstart's "Driven to Read" checkered flag banner from the top of the wall. Have helmets, water bottles, air pressure gauges, etc. resting on the wall. To make a reading chair, set a tire on the floor and another upright into the middle of the bottom tire, resting against the wall, to make the back. You may have to cover the tires to avoid rubber stains. Use fleece or chamois-like fabric. Alternatively, you could use a padded floor-level chair or salvaged car seat. Separate the reading area from the rest of the room using a yellow tape "lane marker" on the floor. Complete the effect by adding team or sponsor banners, checkered flags, orange safety cones (real or made from orange poster board), clean gas cans, mechanic's overalls, etc.

**Bulletin Board:** Outline the bulletin board with racing team pennants and checkered flags. Define a track using black construction paper with yellow paper or ribbon on the outside and white paper or ribbon lane markers. Use Upstart's "Driven to Read" theme bulletin board decorator and feature appropriate book jackets or color copies of book covers from your collection.

### Book Display:

Set up a book display on stacks of tires, with Upstart's "Driven to Read" poster above and checkered flag banner hanging from the tire stacks.



**Matchbox Racetrack.** Create a Matchbox car racetrack on a white vinyl or paper tablecloth with crayons and markers. Use it as part of your room decorations or a book display, or set it low enough for children to move the cars around the track.

**Incentives:** Stock up on small toy cars and "Driven to Read" bookmarks, book bags, reading certificates, and stickers as prizes for children who meet their reading goals (keep track of them on "Driven to Read" Reading Records) or who win games or contests.

## GAMES

**Race Car Trivia Game.** Group children into teams. You might name teams after cars on the "Driven to Read" poster.



Try to mix ages and divide up your knowledgeable racing enthusiasts, to avoid predictable team advantages. Use the Race Car Trivia Game, found at the end of this activity guide, to check out kids' knowledge of racing basics.

**Stick the Race Car on the Finish Line.** Create a large picture of a racetrack, complete with starting line, lane markers, contestants, and a finish line. Blindfold children as you would for Pin the Tail on the Donkey, give them race car stickers, and have them place the stickers on the racetrack. See who gets closest to winning the race!

## ARTS/CRAFTS

**Cardboard Tube Racers.** Gather these materials:

- 1 toilet paper tube per child
- Sturdy cardboard or craft foam
- Scissors
- Hole punch
- Small brad-style fasteners
- Paint, markers, stickers, and paper for decorating
- Glue
- Optional: Clear contact paper

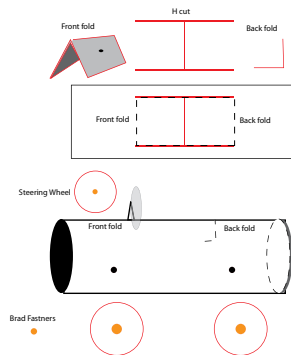
### Follow these steps:

1. Mark the tube with a rectangle, about 1 inch wide and 2 inches long, in the center of what will be the top of the racer. Use scissors to cut along the sides and across the middle of the rectangle, in the shape of an "H," forming two flaps.

2. Fold the front flap up and then down, forming an inverted "V" shape, to hold the steering wheel. Fold the back flap down into the tube to form the back of the seat.

3. Punch a hole near the center edge of the steering wheel flap.

4. Punch two holes on each side of the tube, about  $\frac{3}{4}$ " in from the ends and just below the middle, to hold the wheels.



5. Cut four circles, about  $1\frac{3}{4}$  inches across, from the heavy cardboard or craft foam for wheels. Cut another circle, about 1" across, for the steering wheel.

6. Punch holes in the centers of all five circles.

7. Decorate the body of the racer using paint, markers, stickers, cut paper shapes, etc. If you wish, color the wheels and glue paper hubcaps onto them. Punch through the center of the hubcaps.

8. For a sturdier finished product, cover the decorated body of the car with clear contact paper and re-punch the wheel holes.

9. Assemble the car using brad fasteners to attach the wheels and steering wheel.

**Race car Driver's ID Badges.** Design an ID badge on paper that can be copied onto card stock. Include the driver's name, nickname, and age, and his or her racing team name and car number. Leave room for a Polaroid head shot. Take pictures and trim them as needed. Help kids fill in the blanks and add team colors, logo, etc. to create personalized identification badges. Punch a hole in the top and string it on yarn or ribbon to be worn around the neck. The chapter on "The Teams" in *NASCAR Racers: How They Work* has fun examples of nicknames.

**Team T-Shirts.** Create racing team T-shirts. Children might pretend to be part of their favorite real-life racing team, a fictional team based on the cars in Upstart's "Driven to Read" poster, or another from their imaginations. Provide or have children bring white or solid-color T-shirts. Display pictures of racers in their patch-covered uniforms, from books in your collection. Children will write their team name on the T-shirt using fabric markers or paints. Then have them make patches for racing team sponsors by decorating interesting shapes, cut from heavy canvas, with made-up sponsor names, logos, etc. Attach patches to T-shirts using Velcro tape or dots. You'll find a fun spread of sample sponsor patches near the end of *NASCAR Racers: How They Work*.

**Mix & Match Race Cars.** Cut car body parts and wheels from different colors of card stock or craft foam.



Invite younger children to mix and match car parts, glued or taped onto paper, to make unique racers. If you wish, decorate the finished cars with crayons, markers, or stickers. You'll find patterns for car parts at the back of this activity guide.

## WRITING PROJECTS

**Rebus Race Car Stories.** Share Max and Ruby Play School and explain that rebus stories are stories in which some words are replaced by pictures. Then invite kids to create their own rebus stories about race cars and driving. (For an example of a rebus story, visit [www.storygames.com](http://www.storygames.com).)

**Race Car Acrostic.** Challenge kids to write original acrostic poems based on the word "race car." Explain the acrostic format: a poem in which the letters of a source word, written vertically, are used in other words or phrases written horizontally, to create a meaningful composition that relates to the source word. Post this sample, based on the word "drive":

**D** rivers adjust their helmets,  
Engines **R** ev,  
The crowd buzzes with exci**I** tement,  
Flags wa**V** e in the breeze.  
Race day is here **E**!

## CONTEST

**Pit Crew Relay Races.** Use orange traffic cones (authentic or made from orange poster board), tires, gas cans, etc. to set up obstacles in a "racecourse" defined by tape on the floor of an open area. You might use a bench or stepladder to make the first obstacle, "the wall" that pit crew members jump over to get to the car that needs servicing. Divide children into two or more teams of at least three. Teams will take turns completing tasks on the course, each of which involves running through the obstacles from the starting line to the task at the end and returning. Unless you have room to set up separate, identical racecourses, you'll need to time the teams to determine the fastest pit crews. Give winning teams (or everyone) prizes like small toy cars, stickers, or book-

marks from Upstart's "Driven to Read" theme materials. Use as many tasks as you have children on the teams. Here are some possible tasks; you might think up more!

- Carry a small gas can filled with water to the end of the course and pour it into a bucket.
- Carry paper towels and window cleaner and clean a dirty mirror.
- Carry a small empty drinking glass, fill it up with water from a pitcher at the end, and drink it before starting back.
- Run the course, up and back, making race car noises nonstop.
- Skip along the entire course, or hop on one foot.

## FOODS/RECIPES

**Race Car Sandwiches.** Cut a circle out of the tops of oval sandwich rolls and scoop out bread. Fill the hole with your choice of sandwich fillings. Mound up fillings or replace the circle, on end, to make the cockpit or seat back of the race car. Use toothpicks or pretzel sticks to attach wheels made of cucumber slices.

**Racetrack Cake.** Bake two round layer cakes. Cut a rounded notch from one cake and fit the two together to make a base for a figure-eight track. Frost the cakes together with green icing. Use crushed chocolate cookie crumbs to make the figure-eight track, leaving a green circle in the middle of each loop. Use white candies (Good & Plenty or Tic Tacs) as dotted lane markers on the track, and pipe a yellow icing lane marker around the outside border. Decorate with tiny flags and toy cars.

**Graham Cracker Flags.** Decorate graham crackers with colored icing or cream cheese and small candies to make racing flags. Experiment with solid colors for red, yellow, and green directional flags, jelly beans or gumdrops for checkerboards, and miscellaneous colors and candies for team pennants.

**Sweet & Salty Race Cars.** Make these in advance to serve as program snacks, or set out the materials and make an activity of creating them. Use Salted Nut Roll candy bars for the bodies. Attach pretzel axles to the bottom with icing, and affix Lifesaver wheels to the axles the same way. Then decorate with M&M headlights and

taillights, gumdrop cockpits, licorice whip racing stripes, numbers or symbols cut from fruit leather, etc.

## MATH ACTIVITIES

**Go Go Go-Karts.** [http://games.zeeks.com/game\\_go-go\\_go-karts.html?g=1651&category=0&level=0](http://games.zeeks.com/game_go-go_go-karts.html?g=1651&category=0&level=0). Kids use simple math skills to beat their opponent in this fun animated board game.

**Memory Game.** You'll need 12 small toy cars in solid colors, preferably four in each of three colors as in the book *Beep Beep, Vroom Vroom!* You might also gather 16 small flags, four each in red, green, yellow, and check-board pattern for more complex patterns. You'll also need a tray large enough to hold all your cars or flags in a row, a cloth to cover the entire tray, a watch with a second hand, and paper and pencil for each child. Arrange the items in a clear, repeating pattern on the tray and cover it with the cloth. Have children set down their pencils. When everyone is ready, uncover the tray and set the timer for 15 seconds. During that time, children will look carefully at the items, trying to figure out the pattern. At the end of 15 seconds, cover the tray again and give children one minute to pick up their pencils and write the pattern on their paper. They may use either the names or first letters of the colors—CH for check-board—to recreate the pattern. Try several different patterns and see who can identify, remember, and reproduce the patterns accurately. To do this with very young children, you may need to work with one child at a time. Scramble the items on the tray after the 15 seconds is up and let the child manipulate the items to recreate the patterns.

## INTERNET ACTIVITIES

**Online Driving Games.** [www.chevroncars.com/games](http://www.chevroncars.com/games). This fun site offers four online driving games: A road rally, off-road adventure, hot rod race across the desert, and a driving safety game.

**Motion Media Racing.** Share the excitement of real races using video clips on this site at [www.dirttrackvideo.com](http://www.dirttrackvideo.com).

## SPECIAL EVENTS

**Racetrack Story Time:** Take advantage of your library decorations to plan a related story time program. Use the picture book *The Wheels on the Racecar* to sing and act out the familiar song. Read *Eat My Dust!*; *Me, Dad & Number 6*; or other titles from your collection. Add a craft project and a snack from the ideas listed above, and you're ready to go!

**Bring in an Expert.** Do you have a local go-kart center or club? (Check your yellow pages under "Go-Karts," or go to the U.S. Kart Clubs, Tracks & Links Web site, [www.spydrweb.com/kartweb/usa1.html](http://www.spydrweb.com/kartweb/usa1.html).) Or a local radio control car club? (Search [RCUniverse.com](http://RCUniverse.com), [www.rcuniverse.com/clubs/index.cfm](http://www.rcuniverse.com/clubs/index.cfm).) Find an experienced local enthusiast in a level of racing that kids can participate in and arrange for a presentation or demonstration.

**Family Road Rally.** Invite families to an action-packed program combining ideas from this activity guide. You might show the race car episode from the *Hard Hat Harry* DVD; plan a craft project; read or have a booktalk on appropriate titles from your collection; feature a guest presenter or demonstration about soapbox derby, go-karts, or remote control racers; play a game or two; and serve a snack. The *Cars* movie soundtrack CD makes great background music for craft or snack time.

## DRIVEN TO READ RESOURCES

- *Beep Beep, Vroom Vroom!* by Stuart J. Murphy, illustrated by Chris Demarest. HarperCollins, 2000. ISBN 0064467287. Pre-1.
- *Cars* performed by various artists. Disney, 2006 (Movie soundtrack CD). ASIN B000EUMPBS. All ages.
- *Crash Course* by Matthew Reilly. Simon & Schuster, 2006. ISBN 1416902260. 4-7.
- *Dragsters* by Kathleen W. Deady. Capstone Press, 2002. ISBN 0736891927. 1-3.
- *Earning a Ride: How to Become a NASCAR Driver* by Bob Woods. The Child's World, 2003. ISBN 1591870283. 4-6.
- *Eat My Dust! Henry Ford's First Race* by Monica Kulling, illustrated by Richard Walz. Random House, 2004. ISBN 0375815104. 1-3.

## Driven to Read!

- ***Funny Cars*** by Angie Peterson Kaelberer. Capstone Press, 2005. ISBN 0736843892. 2-4.
- ***Go-Karts*** by Jeff Savage. Capstone High Interest Books, 2003. ISBN 0736815171. 2-4.
- ***The Great Go-Cart Race*** by Elizabeth Chapin-Pinotti. Trafford Publishing, 2002. ISBN 1553692330. 4-6.
- ***Hard Hat Harry: Race Cars and Monster Trucks*** by Michael S. Emberson and Pamela Geagan. Good Times Video, 2005. ASIN: B0006Q943C. 1-5.
- ***Jeff Gordon: NASCAR Driver*** by Michael Benson. Facts on File, 2005. ISBN 0816058857. 4+.
- ***Life in the Pits: Twenty Seconds that Make the Difference*** by James Buckley, Jr. The Child's World, 2002. ISBN 1591870089. 4-6
- ***Max and Ruby Play School*** based on the characters of Rosemary Wells. Penguin Putnam, 2003. ISBN 0448431823. K-2.
- ***Me, Dad & Number 6*** by Dana Andrew Jennings, illustrated by Goro Sasaki. Harcourt, 1997. ISBN 0152000852. K-3.
- ***NASCAR Learn to Draw Race Cars*** by NASCAR. Walter Foster, 2006. ISBN 1560107820. 2-6.
- ***NASCAR Racers: How They Work*** by Mel Gilden. HarperCollins, 2000. ISBN 006107182X. 4-6.
- ***NASCAR's Wildest Wrecks*** by Matt Doeden. Capstone Press, 2006. ISBN 0736852344. 3-5.
- ***One Checkered Flag: A Counting Book About Racing*** by Michael Dahl, illustrated by Derrick Alderman and Denise Shea. Picture Window Books, 2006. ISBN 1404811214. Pre-1.
- ***Otto Undercover: Canyon Catastrophe*** by Rhea Perlman, illustrated by Dan Santat. HarperCollins, 2005. ISBN 0060754974. 3-5.
- ***Puzzle Car Race*** by Rosie Heywood, illustrated by Brenda Haw. Usborne, 2004. ISBN 0794506895. 1-4.
- ***Speed Show: How NASCAR Won the Heart of America*** by Dave Caldwell. Kingfisher, 2006. ISBN 0753460114. 4+.
- ***Spitfire*** by Ann Goldring. Raincoast Books, 2002. ISBN 1551924900. 4-6.
- ***Stock Car Kings*** by Andrew Gutelle, illustrated by Joel Snyder. Penguin Putnam, 2001. ISBN 0448424894. 1-3.
- ***The Wheels on the Race Car*** by Alexander Zane, illustrated by James Warhola. Orchard Books, 2005. ISBN 0439590809. Pre-2.
- ***Women in Racing*** by Michael Benson. Chelsea House, 1997. ISBN 0791044327. 4-7.



# ***Racecar Trivia Game***

Pose the first question to the first team. The team may consult for up to 15 seconds before answering. A correct answer earns the team 3 points. If that team answers incorrectly, the second team may try to answer the same question for 2 points. Then the second team gets first chance at the second question, and so on. Keep score and declare a winning team, or just play for fun. Answers are shown, since the game questions should be read aloud rather than given to the teams.

- 1) In racing, what does “taking the checkered flag” mean?  
A. stealing the flag  
B. winning the race  
C. losing the race  
D. tying with another driver
  
- 2) What is a “funny car?”  
A. a car driven by a clown  
B. a car decorated to look like an animal  
C. a car that makes a laughing noise  
D. a car with a parachute that pops out and slows it down
  
- 3) In racing, a green flag means:  
A. GO! Start the race.  
B. Conserve gasoline by slowing down.  
C. It’s St. Patrick’s Day.  
D. Hurry up—you’re behind!
  
- 4) What happens during a “pit stop?”  
A. The driver visits the bathroom.  
B. The driver grabs a quick meal.  
C. The pit crew fills the gas tank.  
D. The pit crew washes the car.
  
- 5) Which of these racers is only for adults?  
A. a NASCAR racer  
B. a go-kart  
C. an ATV (All Terrain Vehicle)  
D. a soapbox car
  
- 6) A yellow flag along the race track means:  
A. Enjoy the sunny day!  
B. Caution—danger ahead!  
C. The yellow team is in first place.  
D. Stop!
  
- 7) Which of these is NOT a kind of race car?  
A. Formula One car  
B. stock car  
C. midget car  
D. pedal car

- 8) Which of these is NOT a famous racetrack?  
A. Indianapolis Motor Speedway  
B. California Speedway  
C. Southwest Sunny Speedway  
D. Daytona International Speedway
- 9) Why do famous race cars and racing teams wear patches with the names of products and businesses all over them?  
*(They are advertising for their sponsors, businesses that pay the costs of keeping a race car and racing crew going.)*
- 10) Give a reason why a race car with a big engine and lots of high-tech equipment might be slower than a race car with a smaller engine.  
*(A larger engine and extra equipment add weight, which slows the car down. A lighter car with a smaller engine might actually go faster.)*

