

Hunter and the Fast Car Trophy Race

SOCIAL STUDIES CONNECTIONS

for use with Hunter and the Fast Car Trophy Race

- A) Students role play various workers needed to operate a racetrack.
- B) Using a ball of yarn, create an “interdependence web,” whereby the students give a reason why they are dependent on each other’s jobs.

SCIENCE CONNECTIONS

for use with Hunter and the Fast Car Trophy Race

- A) Students build different style ramps and use toy cars to predict and investigate how forces (pushing and pulling) affect motion.
- B) Students determine which kind of ramp caused the cars to have the slowest to fastest motion down the ramp.

MATH CONNECTIONS

for use with Hunter and the Fast Car Trophy Race

- A) Using data gained in the Science study (above) , graph the slowest to fastest ramps.
- B) Using data from newspapers and the Internet, graph slowest to fastest qualifying speeds for a race.

RESEARCH AND WRITING CONNECTIONS

for use with Hunter and the Fast Car Trophy Race

- A) Using the Internet and books, research and write about the different types of race cars: stock cars, open wheel cars.
- B) Using the Internet and books, research and write about safety equipment used by race teams.