



## Use the Remember Success Skill to build a car.



**Career Cluster** 

Transportation



Success Skill

Remember



**Estimated Activity Time** 

30 - 40 mins



**Group Size** 

Individuals, Pairs, or Group

# Prepare ahead of time

Note: Steps 1–7 of this activity are suggested for kindergartners; Steps 1–12 are suggested for first and second graders.

- Print materials
- Cut out Car Parts pictures so that each child has enough to build a car.

## **Materials**

- Car Outline (1 printout per child or group)
- Car Parts (1 printout per child or group)
  - For kindergartners, print one for every 2-3 children.
  - For first and second graders, print one for every child.
- Reference Picture (1 printout for educator)
- Paper
- Scissors
- Glue
- Crayons, markers, or colored pencils

## Remember ASL Sign:

Each time you say **Remember** in this activity, please do the ASL sign: Make two fists with your thumbs up. Place both hands in front of your chest. Take your non-writing hand's thumb to your forehead. Then bring it down to touch your writing hand's thumb twice.





#### 10 MIN: INTRODUCTION

- 1. Say, "Today you will become a Car Mechanic! Car Mechanics are people who help fix cars. When there is a problem with a car, they look at all the parts and use special tools to solve the problem. Today, you will get to look at all the parts of a car to find out why it isn't working. But first, I want to tell you that there are important skills we all use in our life. We call these Success Skills. Remember is a skill that is important as a child and as an adult. It's important to Remember things like instructions your teacher just gave you or the name of a new friend you meet. The Success Skill you'll be using today is Remember. This Success Skill is needed for a Car Mechanic to do their job. We must Remember parts of a car and how they work to fix them!"
- 2. As a large group, discuss and review the different parts of a car and what their functions are. Have this discussion while holding up a picture of each part so that children are familiar with what it looks like visually. Demonstrate "building" a car by gluing pieces onto the **Car Outline** printout while explaining their function.

### Say,

- "The four wheels are filled with air and help a car roll smoothly forward and backward on the road."
- "The steering wheel controls which direction the car is moving in."
- "The two windshield wipers take rain and snow off the windshield, so the driver can see."
- "The two side mirrors help the driver see things next to and behind them."
- "The rearview mirror helps the driver see things behind them."
- "The two headlights light up to help drivers see the road when it's dark outside."
- "The engine holds the car's power and helps it turn on and off."

#### 20 MIN: ROLE-PLAY

3. Pass out the **Car Parts** to each pair/group or child (depending on age) so that they have enough to "build" a car and paste it onto the **Car Outline** printout – <u>but</u> leave out two items.

### Example:

- Leave out one windshield wiper and the engine.
- Leave out one headlight and a tire.

Say, "Let's color and build your car. Let's see if we can Remember where the parts of a car go!"

- 4. Provide assistance as needed. Ask the children color in the **Car Outline** and **Car Parts**.
- 5. Have the children examine the pieces of their car and begin to build them on paper to see what is missing.





Say, "Two things are missing from your pile of car parts! Can you Remember all the car parts and figure out what's missing?"

- 6. When they have determined what is missing, they should raise their hands for the educator to come over and review.
- 7. The children should identify what parts are missing <u>and</u> state what the car is not able to do without those parts. Example:
  - Without windshield wipers, you can't see in the rain and snow.
  - Without an engine, the car can't start.
  - Without headlights, you can't see what is in front of you if it's dark or foggy outside.
  - Without a rearview mirror, you can't see the cars behind you.
- 8. Pass out the remaining car parts to each child and instruct them to glue them in the correct places on the **Car Outline** printout.
- 9. **Say**, "Now let's see if we can **Remember** what each car part does, so we can fix other people's cars!"
- 10. Have each child finish building their paper cars.
- 11. Read aloud pretend scenarios for the children to determine which car part is missing or broken on a person's car.

#### Say,

- "Ming comes to the Car Mechanic because she can't see anything behind her when she's driving."
- "Dante is driving but is having trouble seeing the road ahead on a foggy day."
- "Ebony is having trouble with controlling her wheels. Her car is driving out of control."
- "Jabari can't leave his driveway because his car won't start."
- "Katie calls the Car Mechanic asking for help because she can't see while driving in the rain."
- "Santiago is having a bumpy ride in his car. He comes to you to put air in one of his car parts."
- "Gabriella can only see things next to her car on the left but not the right. She calls the Car Mechanic to make an appointment."





#### **5 MIN: REFLECTION**

12. Have a brief discussion with children about the activity.

### Say,

- "What Success Skill did you use today?"
- "Why is it important for a Car Mechanic to Remember?"
- "It's important to **Remember** in a lot of careers. What is another career that also uses **Remember**?

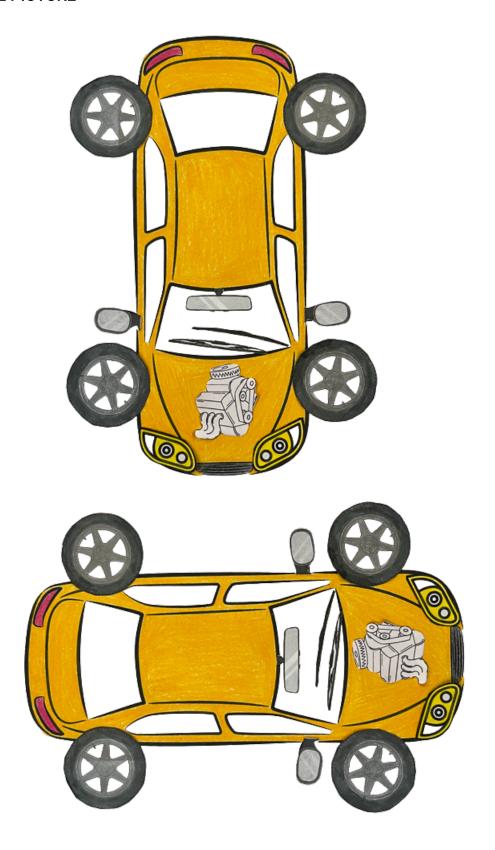
### **SUCCESS SKILLS**

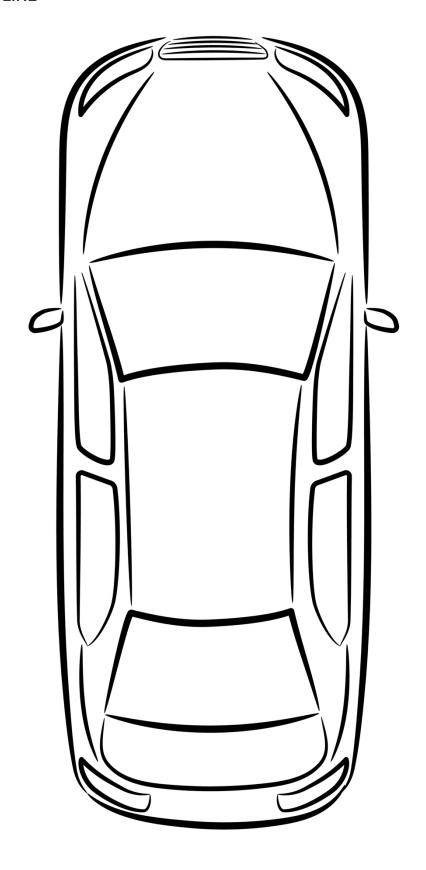
Use these words when talking with children. Listen for children to use these words.

Success Skill	Definition
Focus	Pay attention to something, even when distractions happen around
	you.
Organize	Keep track of different information and belongings and put them in
	an order that makes sense to you.
Think Differently	Try new things and find creative ways to solve a problem. Learn
	from your mistakes and make changes.
Remember	Hold new information in your mind to use when you need it.
Feel	Check and show your emotions.



## REFERENCE PICTURE





## **CAR PARTS**

